PRIMA'S OFFICIAL STRATEGY GUIDE



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INTRODUCTION

BACKGROUND: EVERYTHING OR NOTHING

The world's greatest secret agent returns in the latest and greatest interactive adventure from EA Games: James Bond oo7: Everything or Nothing. This game delivers the ultimate cinematic gaming experience. It features the voice talents and likenesses of top stars such as Willem Dafoe, Shannon Elizabeth, Heidi Klum, and Mya, as well as those of the original cast members from the current James Bond movies, including M (Judi Dench), Q (John Cleese), and of course, James himself (Pierce Brosnan). Top all of this off with a slew of new vehicles, slick gadgets, exotic locales, and a "jaw-dropping" return of a familiar old enemy—Everything or Nothing it is certainly the most exciting Bond adventure so far.

Prima's Official Strategy Guide will take you through the game, showing you how to progress through each level just as Bond would—with savvy, daring, and the kind of genius only 007 could whip up. The walkthrough (which covers the Xbox, GameCube, and PlayStation 2 versions of the game) will take you step-by-step through missions that span four continents—from the Valley of the Kings in Egypt to the French Quarter in New Orleans.

AND NOW FOR THE STORY...



The biggest development in technology is small—very small—and it's missing. At Oxford University's Department of Microtechnology, prototype nanorobots have been stolen, and project scientist Dr. Katya Nadanova has disappeared. The nanobots are equipped with an organic compound that can eat away metal, providing the key ingredient in Nikolai Diavolo's plan to seize control of his native Russia and return it to its former glory as a bastion of hardline anti-Westernism.

Diavolo is more than merely a former KGB officer disillusioned by the westernization of his homeland. The prodigy of oo7's nemesis Max Zorin, Diavolo was groomed to carry Zorin's plans to their natural conclusion: world domination.

Another agent, 003, was sent to investigate a mysterious mining operation and is now missing. His last known contact was American geologist Serena St. Germaine, and Bond is sent to locate her in Peru. While there, he discovers that 003 had contacted her in regards to her research on the anomalous platinum levels in the surrounding mountains. Investigating with St. Germaine, Bond is astonished to see Agent 003 undergoing a brutal interrogation at the hands of a mysterious stranger (Diavolo). Bond listens as 003 whispers his dying words: "You must get to New Orleans...stop Diavolo...."

Bond arrives in New Orleans while the city is preparing for Mardi Gras. He has plans to meet with Mya Starling, an undercover NSA agent who is assigned to keep an eye on a Russian colonel. Mya is discovered by Arkady Yayakov, the club's owner, before Bond reaches the club. Yayakov and his right-hand man, Jean Le Rouge, have lethal plans for her. To save Mya, Bond must race through the club and the nearby cemetery to a crematorium.

The following morning 007 receives orders to head to a plantation in the bayou, where he learns that Dr. Nadanova has modified the nanobot technology for Diavolo's sinister plans. Bond destroys the facility, and sees Jaws escaping toward New Orleans with a tanker full of the improved nanobot technology. He must stop Jaws before the villain unleashes the nanobots on the steel-supported city of New Orleans. If Jaws succeeds, the Big Easy will dissolve into the Mississippi River, and millions will be killed.

At the Q-Lab, Bond learns that platinum is the only metal that the nanobots won't destroy. He surmises that this bizarre chain of events must tie directly to Serena's research in Peru.

Will the world be made safe for democracy once again? That's up to you....





GAME SCREEN: STATUS DISPLAY

While you're playing *Everything or Nothing*, the bottom of the game screen will indicate everything you need to know regarding your status. Here's how it breaks down, moving from left to right on the game screen.

1 POWER MODE INDICATOR

This "glowing Bond" icon flashes onscreen after you dispatch multiple enemies with hand-to-hand combat. In Power mode, your hand-to-hand attacks cause more damage (you'll see some new animations as well), and you will take less damage from enemies.

2 HEALTH METER

This is the most vital indicator—it shows how close you are to dying. It will flash red when you sustain damage. If you have vibration enabled on your controller, it will pulse like a rapid heartbeat when you are critically low on health.

3 BATTERY METER

This will tell you how much power you have left for using gadgets such as the Nano Suit and the RC car. Some gadgets (such as flares and the Q Cloak) will recharge—you'll see your meter build slowly or quickly depending on the gadget.

4 WEAPON/AMMO STATUS

The weapon or gadget currently equipped will be listed here, in the box on the lower line. The upper line has two numbers separated by a dash. The left number indicates how many bullets are in the weapon equipped. When that number goes to zero, you'll need to reload (you'll actually see an animation of Bond reloading the weapon). The number on the right indicates how many extra rounds are available to reload.





BOND MANEUVERS: CONTROLS/MOVES

While playing as Bond, you have a wealth of moves at your disposal. Some are obvious (walking around, firing a weapon, looking around, or performing an action), but a few moves are worth pointing out.

1 MOVEMENT/ROLLING

Thanks to analog control, Bond can walk, jog, or run depending on how far you push the analog stick. While moving, you can also roll, which is useful for dodging enemy fire. Since you can roll while crouched, it's also good to roll when moving from behind one box to another.

2 CROUCHING

Not only can you crouch behind items for cover, you can move while crouching. Although you move slower as a result, you'll make less noise and be able to sneak up behind enemies. Crouching while moving is essential for missions in which you need to avoid detection.

TIP

You can roll down stairs, but not up. (Bond is good, but he can't defy gravity.)

3 PUNCHING

Bond can punch with either hand, and pull off combos depending on the combinations pressed. Sometimes during hand-to-hand combat, the game will go into slow motion when you pull off a cool combo. Some combat moves are location-dependent: If you use stealth while crouching behind an enemy, you'll execute a choke hold. If you are near a wall, you'll be able to slam your enemy against it while fighting. It is best to mix up punch combos—if you use a specific move too often, enemies will learn to counter it. It's important to note that enemies will not fire at you while you're directly engaged in combat (they won't risk the chance of shooting their allies).

4 THROW/COUNTER ATTTACKS

When both punch buttons are pressed simultaneously during hand-to-hand combat, a throw will be executed. When the left punch and action buttons are pressed simultaneously, you will counter an enemy's attack. You can even counter armed foes—you'll parry their gunshot or grab their weapon, for instance.









TIP

Additional moves are covered in the sections ahead. Bond has a lot of tricks up his sleeve, so be sure to master them all!







AGENT RANK: DIFFICULTY LEVELS

Everything or Nothing has three difficulty levels, which roughly equate to easy, medium, and hard.

1 OPERATIVE

In this easy mode, you complete only the core mission objectives. Enemies are less challenging, as well. This is the perfect setting for beginning players or for those who want to get a feel for the level before attempting it at Agent difficulty. You will find fewer enemies in some missions, and enemies will react more slowly, fire with less accuracy, and cause less damage. Also, there will be additional armor vests. You get a 1x score multiplier bonus upon completing a mission (in other words, your score is unaffected).

2 AGENT

This is the default difficulty, and standard mission objectives apply. Enemies are at regular strength. Those who have played previous 007 games should be able to handle this level of difficulty. You get a 1.5x score multiplier bonus upon completing a mission.

3 00 AGENT

This is the level reserved for expert players who probably have defeated the missions previously on Agent difficulty and are looking for a challenge worthy of 007 himself. While standard mission objectives apply, enemies will be a bit more formidable: They cause more damage, take more hits to dispatch, and shoot with better accuracy. In addition, there will be additional enemies in some levels, and fewer armor vest locations. In some levels (notably the vehicle missions), you will begin with less ammo and weaponry. You get a 2x score multiplier bonus upon completing a mission.

HOW TO USE THIS STRATEGY GUIDE

This strategy guide is optimized for Agent difficulty; gameplay changes at oo Agent difficulty are noted where appropriate. In addition, some of the armor vest locations noted in the walkthrough may not be available at oo Agent difficulty—and additional armor vests may be found at Operative difficulty. At the end of each walkthrough, you'll find tips on how to achieve the optional platinum objective at oo Agent difficulty. Since there are fewer objectives at the Operative difficulty level, you can ignore portions of the walkthrough that deal with non-core objectives if you are playing on that setting.

MAP LEGEND

The maps throughout this guide are labeled to provide all the crucial details of your missions. Refer to the following legend for icon meanings.

























CAST OF CHARACTERS

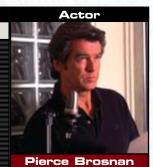
One of the things the Bond franchise is best known for is its outrageously cool characters. Everything or Nothing maintains the series's commitment to providing intriguing characters to go along with all that Bond-style action. From the ubiquitous Q and M, to the ever-so-seductive "Bond Babes," to the disgruntled goons bent on world domination and/or destruction, Everything or Nothing has 'em all.





JAMES BOND

Agent 007 is MI6's most valuable (and most notorious) agent, and he has a long resume full of world-saving feats. Thanks to his impeccable style, irresistible charm, and unparalleled combat and driving skills, he's the spy who's called to action when no one else can handle the job.







As the director of MI6, M oversees oo7's missions and is the key source for mission objectives and advice. At times, M is at odds with Bond's rather cavalier and unorthodox methods.







Q heads the division of MI6 responsible for developing cutting-edge spy gadgets, vehicles, and weaponry necessary for oo agents to complete their missions. A skilled inventor of covert equipment, Q is often irritated with 007's lack of respect for his creations.



John Cleese





MISS NAGAI

Miss Nagai assists Q in developing cutting-edge technology for the oo agents of MI6. A British citizen raised overseas, she returned to the United Kingdom to research nanotechnology at Oxford University. Her exotic looks prove to be quite a distraction for 007.



Actor



Willem Defoe

NIKOLAI DIAVOLO

Diavolo is a product of the cold and merciless Max Zorin, Bond's nemesis from A View to a Kill. A former KGB agent, Diavolo attempted a revolt in the former Soviet Union when he became disillusioned by the westernization of his homeland. A failed attempt by the KGB to end Diavolo's life sent him into seclusion; now, several years later, he has returned. Armed with a powerful nanotechnology arsenal, he has a score to settle-both with the western world and with 007.



Actor



Shannon Elizabeth

SERENA ST. GERMAINE

Serena is a beautiful and intelligent geologist. She was investigating anomalous platinum levels in a small South American village when she was swept up into 007's world of danger and intrigue—be it as a skilled helicopter pilot or a beautiful distraction.



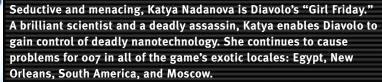


Actor



Heidi Klum

KATYA NADANOVA







Mya

MYA STARLING

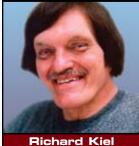
As the NSA's primary agent in New Orleans, Mya assists James Bond in his quest to prevent Diavolo from fulfilling his evil plans. She works undercover as a singer in a nefarious nightclub connected to Diavolo, and she soon finds herself in the line of fire as she helps 007 gather information. Their symbiotic relationship is memorable...for many reasons.







Actor



JAWS

One of Bond's most fearsome enemies returns! Boasting superhuman strength and size—as well as a metal-filled mouth powerful enough to crush anything it clamps onto - this hit man will to stop at nothing to defeat his nemesis once and for all.



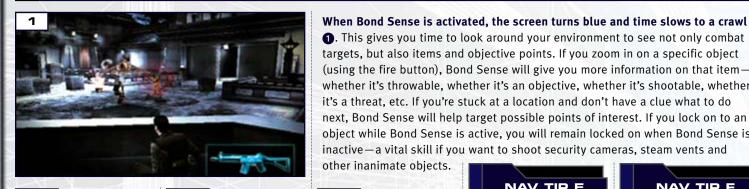


GENERAL STRATEGY

TACTICS: NAVIGATION

To complete many of the game's mission objectives, you'll have to perform tasks related to inanimate objects, such as finding switches or rappel points. That's where Bond Sense comes in.

BOND SENSE



NAV TIP A

When using Thermovision, not only can you see enemies (in bright colors), but you can also see the outlines of items such as weapons and armor vests 2. Make sure you explore darkened areas carefully so you don't miss any key items.

NAV TIP C

In darkened areas that require Thermovision, use Bond Sense to get a cleaner picture of the environment 3a and 3b. This will help you locate hidden items and identify doors and passageways.

Lost while driving? Look for a blue dot on the GPS map in the upper left. This is usually where your objective lies. An arrow will indicate your position relative to the objective 4. In most missions, you can also switch to a full-screen map that you can keep onscreen while driving 6.

NAV TIP D









 This gives you time to look around your environment to see not only combat targets, but also items and objective points. If you zoom in on a specific object (using the fire button), Bond Sense will give you more information on that item whether it's throwable, whether it's an objective, whether it's shootable, whether it's a threat, etc. If you're stuck at a location and don't have a clue what to do next, Bond Sense will help target possible points of interest. If you lock on to an object while Bond Sense is active, you will remain locked on when Bond Sense is inactive — a vital skill if you want to shoot security cameras, steam vents and other inanimate objects.

NAV TIP E

While using the Nano Suit, you can walk or jog

6, but if you make any sudden turns or run, the suit will deactivate, exposing you to full view and alerting enemies to your presence. In general, crouch while moving with the Nano Suit to ensure stealth. Also keep monitoring your battery levelonce it's down to zero, the suit will deactivate.

NAV TIP F

Having trouble seeing things onscreen, especially in dark areas of the game? It might be your TV. Fortunately, the game supplies a brightnessadjustment screen that'll help optimize your vision; access it from the Options menu.



NAV TIP B

3b

When in a vehicle, note that there is no health replenishment-pilot your vehicle with care.







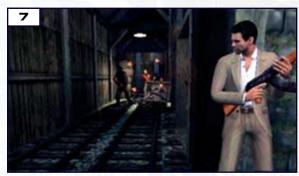
TACTICS: COMBAT

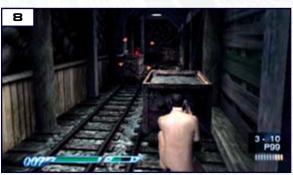
Everything or Nothing employs an intricate combat system that allows Bond to dispatch enemies in a variety of ways: with weapons, with hand-to-hand combat, and even with stealth. Be aware, however, that the enemies are sharp. They will react to your actions. For instance, if you make it a habit to charge enemies and engage in hand-to-hand combat, enemies will begin to retreat while firing at you. Likewise, if you hide after they've spotted you, they'll remain at alert status and search for you. Enemies will often work as a team to fight you—one foe may stand back and fire while the other engages you in hand-to-hand combat. To top it all off, enemies will remember what you did on previous missions and adjust their tactics accordingly! You'll have to choose your strategy carefully to succeed—and mix things up when necessary. The following combat strategies apply to all missions.

SHOOTING AND LOCKING ON

This is the most fundamental tactic in the game. By pressing the target-lock button, you will select the best target in your field of vision ②. When multiple enemies are onscreen, press the target-lock button again to cycle through available targets.

The lock-on viewfinder will change color: Red means that you are at close range to a target, orange means you're at medium range, and yellow means you're at long range—your aiming accuracy will improve the closer you are to a target. Green means that the target has been neutralized, and gray indicates that a target is behind cover and can't be hit. You can fine-tune your aim after locking on to a target: Move the view control up or down. You'll see a red dot moving inside the lock-on viewfinder—that's your aim point ③. This is useful for hitting someone who's hiding behind a wall: Move the target to aim at an exposed body part, such as an arm or a head.





USING COVER





You won't survive long unless you learn to use walls and crates as cover. When you're trying to reach a safe area, roll. Bond is harder to hit when he's rolling. While behind cover, you will be able to lock on and shoot enemies that are in view. You can crouch behind lowstanding obstacles such as short walls, boxes, and couches 9. You can hide behind walls or other flat

obstacles that are taller than Bond (with the exception of some doors) and at least as wide as him to shield his entire body 10. While behind cover, 007 is greatly protected from enemy fire, even while shooting at targets. Don't want to stay behind cover in one spot for too long-enemies will try to rush your position, or they will flush you out with rockets or grenades.

BOND SENSE

Bond Sense is also useful in combat: When in a target-rich environment, you'll want to see what you're up against. Bond Sense gives you the time to select which target you want to focus on first. Usually, you'll engage Bond Sense to target an inanimate object, such as a fuel barrel, that's next to an enemy. Other times, you'll want to lock on to a specific soldier in a crowd, such as one who has a rocket launcher instead of a gun.

Bond Sense can also be used to discover the status of a specific enemy. Once you have a target selected, press the **fire button to get information** —you will usually



get a description of the enemy and its health condition, and find out whether it's been alerted to your presence.

Be warned: Enemies will still fire at you when you have Bond Sense activated, so don't use it for too long.

0075

ADDITIONAL COMBAT TIPS

COMBAT TIP A

Bond can disarm enemies by attacking them from the front. However, if you use a certain hand-to-hand move many times, enemies will begin to anticipate that attack—mix things up when fighting.

COMBAT TIP B

Having trouble locking on to an enemy in the distance? You probably need to switch to a weapon with that can shoot farther! In general, weapons such as the rocket launcher and rifles have longer range than pistols.

COMBAT TIP C

Having trouble locking on to enemies that are in plain view while you're in wall-cover mode? Adjust the camera angle slightly to get a clearer line of sight to the target, then try again.

COMBAT TIP D

Make it a habit to reload your weapon when idle. The animation delay for reloading during a fierce firefight could cost you some health.

COMBAT TIP E

When in a vehicle, be patient with missiles to improve efficiency. The longer you're locked on to a target, the more accurate the missile is likely to be.

COMBAT TIP F

Shooting at explosive fuel barrels to eliminate troops will improve your ammo efficiency immensely. Not to mention, it's kinda fun watching things blow up!



COMBAT TIP G

You can fire bullets through wooden crates to attack guards (a). Crates are breakable when fired upon—some may even contain extra ammo or weapons. This is a classic opportunity to kill two birds with one stone (or bullet).



COMBAT TIP H

Darting into a hallway then running back behind cover may lure out enemies hiding behind walls or crates. If you have any extra Q Spiders, you can actually send one toward an enemy or have it scout an area—this also may lure enemies out (4).



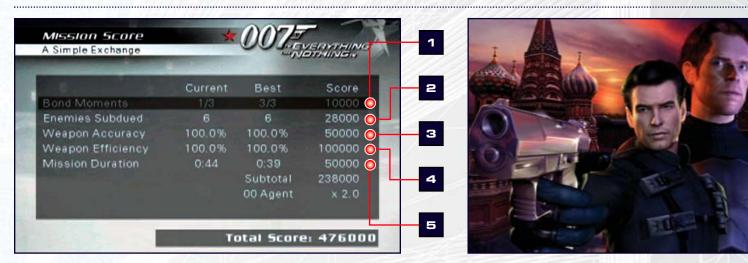
COMBAT TIP I

Crouching while moving is essential for avoiding detection and performing stealth attacks (a). Enemies will often hear you walking up to them if you are not crouching.



TACTICS: SCORING

When you complete a mission, you will get a score based on several factors and broken down into various categories:





BOND MOMENTS

The more Bond Moments you achieve in the mission, the higher your score.

ENEMIES SUBDUED

The more enemies you dispatch in a mission, the higher your score. However, Bond earns even higher scores for eliminating foes using nonlethal methods (such as hand-tohand combat and sleeper darts) or stealth takedowns. To reach the Gold Target score (especially late in the game), it is essential to use these non-weapon-based methods to complete mission objectives and boost your score.

WEAPON ACCURACY

The greater the percentage of shots that hit their target, the higher the score. Ideally, you want to shoot targets at close range and be fully locked on before firing.

WEAPON EFFICIENCY

The fewer rounds you use to dispatch foes, the higher your score. Using heavy one-shot weapons (such as the AT-420 rocket launcher, SPAS 12 shotgun, and Desert Eagle) to dispatch foes can really boost this part of the score, while semiautomatic weapons generally will hurt your score. Taking shots to explode fuel barrels near enemies will also increase efficiency especially when you can take out multiple foes with just a single shot!

MISSION DURATION

The level will give you a target time for completing the level, then penalize you for any extra seconds you spend to complete it. Don't expect to get a good score here until you know a mission inside and out.

BRONZE, GOLD, AND PLATINUM 007

All of the above scores are added together, then multiplied depending on the difficulty level: x1 for Operative, x1.5 for Agent and x2 for oo Agent. Your final score plays a role in determining whether you will receive a bronze, gold, or platinum 007.

BRONZE

A Bronze oo7 is awarded for merely completing a mission without meeting the gold 007 target score listed on the mission select screen. Earning bronze unlocks the next mission.

GOLD

A Gold 007 is awarded if you complete the mission and beat the target score listed on the Mission Select screen. Gold rewards will unlock extras in the game, such as vehicle upgrades, concept art goodies, new outfits for certain characters, and much more. In addition, earning gold will unlock an optional platinum challenge at oo Agent difficulty (but only after you complete that mission at oo Agent difficulty first). In later levels, you will have to play at oo Agent difficulty to generate a high enough score to earn gold.

PLATINUM

A Platinum 007 is awarded if you complete the optional platinum objective after you've completed the mission with a gold-level score. You can achieve the Gold oo7 in the same attempt or a previous one. You must play on oo Agent difficulty to achieve platinum and you can't use any cheats! Earning platinum 007s will unlock in-game cheat codes.





WEAPONS



AK-74

Total Rounds before Reloading: 20

This machine gun is a favorite of paramilitary groups because of its raw power, ruggedness, and easy maintenance. It's loud but effective, although slightly less potent than the SIG 552.



AT-420

Total Rounds before Reloading: 4

This rocket launcher device is a bit unwieldy but very potent. It has the capability of penetrating armor, so it's most useful against larger targets such as jets and armored vehicles. It can also be used effectively against enemy troops—you can take out multiple targets thanks to its blast radius. However, don't use it at close range, or you'll sustain damage from the blast!



DESERT EAGLE

Total Rounds before Reloading: 6

The Desert Eagle is a powerful handgun because of its ability to neutralize an enemy with a single shot—which helps improve weapon accuracy and scoring efficiency.



DRAGUNOV

Total Rounds before Reloading: 5

This single-shot sniper rifle is equipped with a crosshair scope with zooming capability. When using the Dragunov at long range, there will be a short delay from when the shot is taken to impact. Keep that time gap in mind when aiming.



MP5K

Total Rounds before Reloading: 15

This submachine gun is compact but effective at quickly dispersing bullets. It is most accurate when shot in short bursts, and has a somewhat limited effective range.



P99

Total Rounds before Reloading: 10

The P99 pistol is the standard weapon that you'll start with for most missions. You can dispatch foes with multiple shots, but it's not well suited for heavy firefight situations. On some missions, a silencer option will be available for the P99.



SIG 552

Total Rounds before Reloading: 30

This semiautomatic rifle is surprisingly powerful—thanks to its large-caliber bullets, a well-aimed short burst can knock down an enemy soldier. It also has a long range, which is a plus when locking on to distant targets.



SLEEPER DART

Total Rounds before Reloading: 5

This weapon carries a cartridge of five darts; however, there is a lag time between shots, basically making it a single-shot device. Despite its very limited range, it is ideal for stealth missions, in which avoiding detection is paramount.



SPAS 12

Total Rounds before Reloading: 8

This powerful shotgun is a good weapon because of its knockdown capability. At close range, a single shot has the power to incapacitate an enemy immediately.

VEHICLES



The only thing cooler than James Bond himself are the various vehicles he pilots to complete his missions. Here are some of the most important vehicles found in the game.



PORSCHE CAYENNE TURBO

WEAPONS

- Porsche's latest SUV is the perfect vehicle for any off-road excursion. In addition to its impressive performance, Q-Lab has added a formidable arsenal to help oo7 out of sticky situations. The Cayenne has also been modified to accept a recently developed Q-Cloak gadget that renders the vehicle invisible for short periods of time. As a result of its impressive abilities, this is the vehicle of choice for agents in rougher parts of the world.
- Missiles
- Machine Gun
- O Cloak
- RC Car

WEAPONS UPGRADES

- Cluster Bombs
- Improved Machine Gun



TRIUMPH DAYTONA 600 Powerful and lightweight, the Daytona 600 is the perfect vehicle for 00 agents

who need to get somewhere in a hurry. Q's biggest achievement on this vehicle

was to fit a side-firing flamethrower for close-quarters battle. This, along with

Levels: Train Chase, Serena St. Germaine

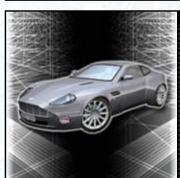
WEAPONS

- Rockets
- Shotgun
- Flamethrower
- forward-firing rockets, makes the Q-Bike one of the most lethal and nimble vehicles in the MI6 garage.

Levels: A Show of Force, The Pontchartrain Bridge, The High Road

WEAPONS UPGRADES

- Double Rockets Shot
- Stronger Flamethrower



ASTON MARTIN V12 VANQUISH

WEAPONS

The Vanquish is no stranger to MI6 assignments, having seen service in numerous countries. Combining power and agility, the Vanquish is a match for almost anything on the road. The addition of the acid slick and electro-magnet gadgets enhances its already formidable arsenal. Unfortunately for Q, he has become far too accustomed to repairing this vehicle as a result of 007's exuberance in the field.

- Missiles
- Machine Gun
- Acid Slick
- RC Car
- Electro-Magnet

WEAPONS UPGRADES

- Double Missile Shot
- Improved Machine Gun



PLATINUM TANK

Levels: Mardi Gras Mayhem, Battle in the Big Easy

WEAPONS

- This vehicle doesn't come from Q Branch but is no less sophisticated than one of Q's creations. All exterior surfaces of the tank are made of platinum, which is impervious to Diavolo's nanotech weapons. This is important because nano shells are one of the primary weapons on this vehicle. The nano shells will lock on to almost any type of metal and completely eat it away, making it an extremely destructive piece of technology. What better way to bring down Diavolo's army than with one of his own weapons...
- Tank Cannon
- Nano Shells
- Plasma Gun

Levels: The Platinum War

WEAPONS UPGRADES

• Stronger Tank Cannon



GADGETS



FRAG GRENADE

It's the latest in stealth munitions from Q's laboratory: A small coin that delivers a surprisingly large explosion. This weapon (disguised as a coin) is great for hitting targets stubbornly stuck behind walls or boxes. It can be thrown in a general direction without aiming, but it's more effective when locked on to a specific target. Despite its small size, its blast can be strong enough to injure multiple foes.



STROBE GRENADE

Q delivers yet another amazing feat of engineering with this coin-sized device. This weapon is similar to the Frag Grenade, but instead of damaging foes, it stuns them with a bright flash of light. It's a great tool to use to get past a crowd of enemies. It is also a vital tool in missions where ammunition limits are in place (notably in several Platinum 007 objectives for certain missions)—use of the Strobe Grenade does not count toward your ammo limit!



EMP GRENADE

The final variation on the coin-sized grenade design, the EMP does not damage enemies, but its electromagnetic-pulse blast will knock out devices within its blast radius such as security cameras and Nano Suits. This device is also extremely useful for deactivating Nano Suits worn by enemy soldiers in the final missions of the game.



NANO SUIT

The technology used in the Porsche Cayenne's Q-Cloak gets implemented in a new stealth device that'll prove very useful to Bond. Like the Q-Cloak, the Nano Suit maps a picture of the surroundings and "paints" it onto Bond's body—effectively making him invisible to enemy forces. While not a weapon per se, the Nano Suit will help Bond move past guards and security cameras undetected. It's a great aid when performing stealth attacks. Its drawbacks: It uses up battery power quickly, and it is deactivated when you perform quick movements such as firing a weapon or running. Smart use of the Nano Suit may help Bond complete several Platinum 007 optional objectives—especially those limited by time or ammunition constraints.



THERMOVISION

More of a weapon aid than a weapon, Thermovision allows Bond to see heat signatures in dark environments—cool objects such as walls and inanimate objects show up in shades of purple or blue, while people (such as Bond as well as enemy soldiers) show up in shades of orange and red. This feature makes Thermovision invaluable during combat in low- or no-light situations. It can also be used to detect enemies wearing Nano Suits, since their bodies emit heat even when camouflaged. However, because the device detects heat in any form, explosions and fires can create a distraction in Bond's field of vision.



RAPPEL

The versatile rappel allows you to run up and down walls. Look for smooth ledges to ascend, then walk toward the wall to climb. To rappel down any structure, just jump off a smooth wall face. Once on a wall, Bond also has the ability to switch directions at any time.



Q SPIDER (AND VARIANTS)

The Q Spider is a small remote-control device that lets Bond explore small areas and passageways too large for people. It's invaluable for finding secret areas; however, it will self-destruct if it falls from a high ledge (which can hurt enemies nearby). Variants on the Q Spider give the device greater offensive potential: explosive capability, Sleeper Darts, and even a cloaking feature. These latter models are useful for scouting out hostile areas and dispatching enemies from a safe distance. The latter models are useful for scouting out hostile areas and dispatching enemies from a safe distance. When Bond is in control of the Q Spider, he can choose to equip different variants as the situation warrants—for instance, he can use the Q Spider's sleeper dart function to disarm several foes, then detonate it to complete an objective. Multitasking with Q Spiders is an effective way to use them—especially in missions in which they are in short supply. The Q Spiders can be easily damaged—if detected, enemy soldiers will shoot at them—so care must be taken to ensure that they are not destroyed prematurely.

Grenade Complete Ground Zero A grenade disguised as a coin: It's good for dispatching enemies. The versatile reppel allows you to run up and down walls. Look for smooth ledges to ascend, then walk toward the wall to climb. A small field-reconnaissance device. It cannot climb walls, but it can enter small areas or be used to scout ahead. It will self-destruct if it falls from a height, and enemies can shoot it to destroy it. Strobe Grenade Complete Sand Storm This grenade explodes with a flash, stunning any nearby enemies. Use it when you need to disable a group of enemies quickly. This dart gun carries a fast-action toxin that will render anyone hit unconscious for a few hours. It has a limited range, however. This upgrade to the Porsche Cayenne is a closking device that will render the car invisible to enemies temporarily. It has a limited battery life, so use it speringly. This upgrade to the Porsche Cayenne is a remote-control car that can be used to access smaller areas. Its laser is capable of destroying some targets, as well. It has a limited range and battery life, so move quickly while using it. This G Spider upgrade adds an explosive function to the device. You can detonate it near enemies to dispatch them. This grenade works only on machines, An electromagnetic pulse will disable any electronic device Isuch as a second at its disable any electronic device Isuch as a second at its disable any electronic device Isuch as a second at the target and manually detonated near the device to work effectively. Network Complete Diavolo's Plan This Q Spider upgrade adds the Sleeper Dart function to the unit. With it, you can subdue enemies while remaining completely undetected.	ICON	GADGET	HOW TO UNLOCK	DESCRIPTION
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				the unit. With it, you can subdue enemies while remaining
G Spider Complete Diavolo's Plan Similar to Bond's Nano Suit, this G Spider upgrade makes the unit invisible as long as it doesn't move too quickly.				



Score 75,000 points to unlock the Platinum objective.

PLANTINUM TRABER

Complete the level at oo Agent difficulty with 500 or fewer damage points.

STARTING

WEAPONE

RAPPEL

P99

SIG 552

MP5K

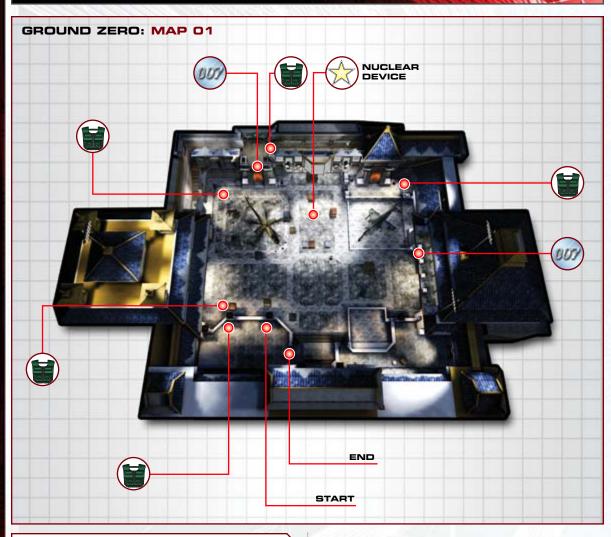
ACQUIRED

WEAPONE

SPAS 12

AT-420

GROUND ZERO



START: MISSION BRIEFING

In true movie style, the game starts with an exciting introductory action level, which will help teach you combat skills and familiarize you with the new third-person gameplay environment. The level begins with you witnessing a \$100 million transaction for a nuclear device—it's your mission to retrieve that device by any means necessary.

OBJECTIVE 1: RETRIEVE NUCLEAR DEVICE

You begin Ground Zero in the middle of a fierce firefight. You will be shown some basic combat techniques, including how to lean against walls, aim at enemies, and fire a weapon. When the level begins, quickly eliminate as many enemy targets as possible, leaning back against the lighted column in front of you ①. From that spot, move left to find an armor vest in the corner ②. Dart from column to column to find optimal firing angles and to avoid being outflanked. Use Bond Sense to find fuel barrels dispersed throughout the courtyard—blow them up to take out any enemies nearby.

Once a number of soldiers have been dispatched, a departing hover jet will blow open a new path into the square. A nuclear device (which looks like a small silver briefcase) lies in the middle of the square. Take out

GROUND ZERO





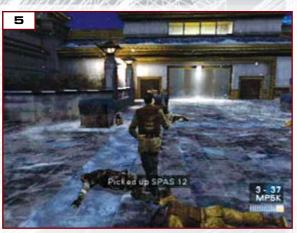




anyone shooting at you as you make your way to the device. While at ground level, you'll see additional armor vests along the wall to the right of the stairway entrance 3, in another corner to the left of a gray door 4, and next to a dark box on the other side of the area where you started the level 6. Note their locations, but don't pick them up until you must.

OBJECTIVE 2: OBTAIN A ROCKET LAUNCHER

After you retrieve the device, a rocket-launching soldier will appear on a balcony above you. He is your greatest threat, so eliminate him first 6. Look for an entryway that leads to stairs. A guard will try to surprise you make him regret that decision. Then head up the stairs to find a control console that houses some rocket launchers as well as an armor vest.





OBJECTIVE 3: DESTROY THE HOVER JET

Armed with the AT-420, run down a set of short steps to trigger a cinema scene of the hover jet. Lean back against the right corner wall for cover 1, then aim at the hover jet and fire. Get in as many shots as possible, but duck back behind the walls when incoming missiles appear. It will take three to five shots to destroy the jet, depending on the difficulty level you've chosen. Do not stand in the open: This will make you a prime target for the hover jet's missiles.





THEMOM GIVES



After destroying the hover jet, use the rappel to get to ground level instead of taking the stairs.



0075



SCENE 2 BOND MOMENT



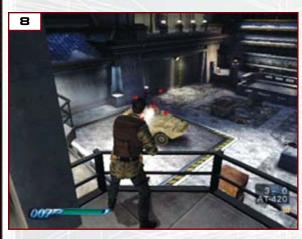
When the antitank gun pops out of the ground (after you reach ground level once the two armored personnel carriers are destroyed), eliminate at least one enemy soldier (rappelling down from the wall near the gun) before he untethers and reaches ground level.

OBJECTIVE 4: ESCAPE TO THE LANDING ZONE

Once the hover jet flies off, two armored personnel carriers will roll in. Use the AT-420 to disable both vehicles—two shots each should do the trick. Stand on the balcony to get a clear shot of the APC on the left as it rises to ground level (3), then lean against the same wall that you used for cover against the hover jet to take out the APC on the right. Stay on the second level, darting from wall to wall to target any remaining small-arms fire.

Rappel down the opening across from the control console to earn a Bond Moment ①. Rappel down the opening across from the control console. An antitank gun will pop out of the ground shortly afterward.

Take cover behind boxes nearby ① and duck behind









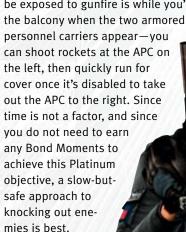


them to avoid the antitank fire. To earn a Bond Moment, immediately focus your attention to the left of the gun (adjust the camera view if necessary and use Bond Sense to give you time to aim) to neutralize the enemies that rappel from the upper level ①. Once that's completed, use two AT-420 missiles to take out the big gun ②.

Defeat any remaining hostile soldiers and complete the level by reaching the broken rubble created by the errant hover jet missile that was launched after shooting down the hover jet.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn a platinum (once the objective is unlocked), you must take 500 or fewer points of damage before finishing the level at oo Agent difficulty. The key is to move slowly, darting from cover to cover. Shoot from behind boxes and walls whenever possible—do not run into the open until all enemy fire has subsided. In some cases, you can wait behind cover for the soldiers to approach you. The only time you will need to be exposed to gunfire is while you're on



MI6 TRAINING

START: MISSION BRIEFING

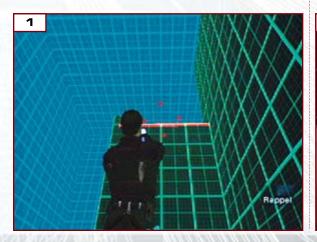
The MI6 training simulator is essentially a tutorial mission that will help you learn combat techniques, use gadgets and employ Bond Sense. The objectives are broken down into categories; after completing one objective, follow the blue arrows to the next one. This level has only one difficulty setting (Agent).

OBJECTIVE 1: COMBAT: HAND-TO-HAND

The tutorial starts with unarmed soldiers rushing toward you one at a time. The hand-to-hand combat system is simple on the surface but has surprising depth depending on the button sequences used. Essentially, two buttons correspond to a left punch and a right punch. Repeated pressing of one or the other can trigger another combat move, such as a kick. Press both punch buttons to throw an enemy; to counter an attack, press the right punch plus the action button as an enemy throws a punch at you.

OBJECTIVE 2: GADGET: RAPPEL

Arm the rappel device, then **lock on to the ledge at the high wall to your right 1** and shoot. Climb toward the wall to pull yourself up.



OBJECTIVE 3: COMBAT: CROUCHING

Crouching lets Bond hide behind low obstacles such as boxes—a key skill to avoid enemy detection and fire. While crouched, you can move (just at a slower pace), lock onto enemies, and fire. Defeat all the enemies that appear to move on—if you're having trouble hitting the target in the middle, fine-tune your aim to shoot an exposed target such as your enemy's head.

OBJECTIVE 4: BOND SENSE: TARGETING OBJECTS

Bond Sense is how you can target an inanimate object such as a box. When Bond Sense is triggered, the screen turns blue and everything moves in slow motion. Any relevant targets will be highlighted by a blinking red cursor ②. While using Bond Sense, you can lock onto an inanimate target, then shoot it. To complete this objective, destroy all three floating yellow objects.

OBJECTIVE 5: COMBAT: WALL COVER

This essential skill keeps you safe from enemy fire and lets you peek around corners before rushing into an open area. While the skill is activated, you can move left and right freely along the wall's edge (using the control pad). There are two ways to disable wall cover mode: Move away from the wall with the control stick or press the wall cover button again.





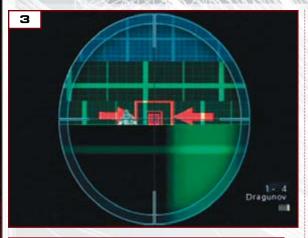




There are no Bond Moments in this level.

DID YOU KNOW?

Leave the Q Spider idle onscreen for a little while to view some extra animations of the device patiently waiting for your next command.

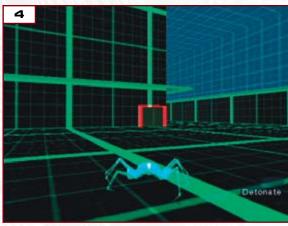


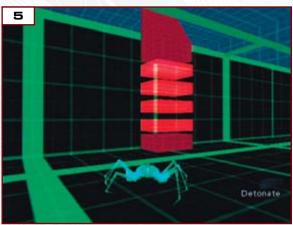
OBJECTIVE 6: COMBAT: SNIPER RIFLE

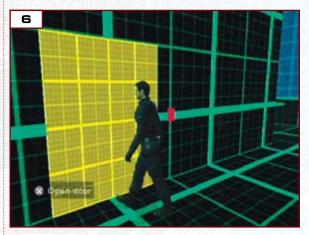
Basic weapons training continues. Some points worth noting: First, you can crouch and still use the sniper rifle effectively. Second, you'll notice that the target scope shakes ever so slightly. To complete this objective, ignore the enemies: **Zoom in and aim for the flashing red target 3**.

OBJECTIVE 7: GADGET: Q SPIDER

The Q Spider is yet another innovative new gadget from Q's R&D laboratory. It is a remote-control mechanical spider capable of navigating spaces too small (or too dangerous) for any person. Once it's activated, the perspective switches to that of the Q Spider. To finish the level, find a small red-highlighted hole nearby 4 and navigate through the little narrow maze. Exit the maze to find a flashing red column 6, and detonate the Q Spider once you're next to it. Run to the area where the red column was, then look for a door switch nearby 6. Open the door and enter to complete the level.



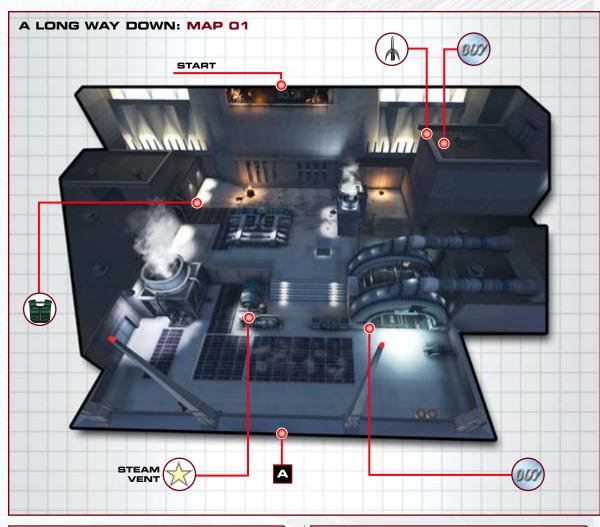








A LONG WAY DOWN





Oxford scientist Katya Nadanova has been kidnapped while demonstrating top-secret nanobot technology. MI6 has tracked her to a nanotech facility. Your mission: to secure Nadanova and destroy the nanobot prototypes so they don't fall into the wrong hands.

In this mission, you will rappel down the exterior of the facility to find Nadanova. The level starts with you rappelling—do so as quickly as possible. Avoid flames, as they will cause damage.

OBJECTIVE 1: FIND DOCTOR NADANOVA

At the start, look right. In a corner behind a barrel is armor ①. Note its location, but retrieve it only after neutralizing all the enemies on this level—but before dropping the explosive into the vent. First, head left and look up to find a rappel point ② (use Bond Sense). If you're spotted, you'll find a soldier with a Dragunov up there.











0075







After rappelling at the very start of the level, head left and use Bond Sense. Look up to find a secret ledge to rappel to. Climb up the wall to retrieve a Dragunov sniper rifle.





From the rappel point on the roof, rappel and move left over a short stairway. Pass a small control console on your right and look for a steam valve nearby, underneath the half-tube-shaped tunnel. With soldiers standing over the steam vents nearby, open the valve to let loose some steam on them.







If not, you'll just find the rifle. Either way, take the rifle for a Bond Moment. You can use the rifle for here, or head back down to find a guard at a control console to your left. Neutralize him fast, then look for a steam vent to the left of the console at the end of a tunnel ③. Press the action button in front of that vent: If any enemies are stunned by the resulting blast of steam, you'll earn a Bond Moment.

OBJECTIVE 2: DROP EXPLOSIVE INTO VENT

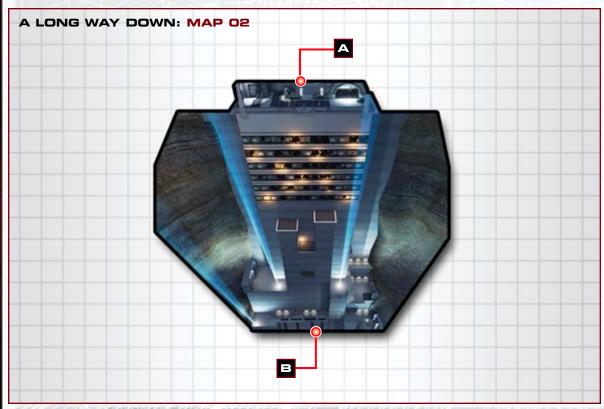
Stand next to the vent and press the action button to trigger a cinema scene that leads to the next objective.

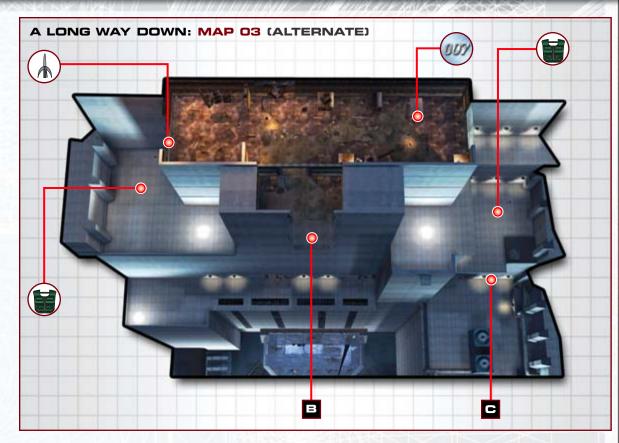
OBJECTIVE 3: RAPPEL OFF THE BUILDING EDGE

Immediately after the cinema scene, more guards will appear. Rather than engage, rappel down the building (look for an opening created by the explosion). Move as far right as possible. You'll reach a small square ledge, and two enemy rappellers will come down to meet you. Defeat them, then continue falling to the right. You'll find a hidden area that features an armor vest §.

ALTERNATE ROUTE

You can opt to rappel straight down, which eventually leads to an exploding platform. However, this route may expose you to extra enemy fire without benefit of cover, which isn't an ideal situation. Rappelling all the way to the left bypasses a Bond Moment but is much faster (see the Extra Objective for more details). See the map on the next page to gain perspective on this alternate route.





From the point where that armor vest was, look up to find an opening to rappel to. This leads to a small burned-out room. On the way up, watch out for a soldier coming down to greet you: While rappelling upward, dispatch him before he reaches you. Terminate all the enemies in this level, and look for an AT-420 rocket launcher as well as a table to flip over to earn a Bond Moment 6. Using the table as cover, look for a window that will break to reveal two rappelling enemies 2. Defeat them

before they surprise you, then rappel through the opening they appeared in. Once below (you should be standing next to their fallen bodies), rappel once again to reach another isolated area with armor 8.







OBJECTIVE 4: SHUT OFF FLAME VENTS

With your armor replenished, rappel to a level where flame vents are activated, blocking your path downward. Look immediately left to activate a steam valve to disorient enemies and earn a Bond Moment (9). Charge toward them and take them out: Look for the flame valve switch nearby, and press the action button to turn off the flames (1). Then take cover behind this wall near the **switch (1):** This is an excellent spot to camp out and let enemy forces advance toward you. Pick them all off before moving ahead (the most notable target, in addi-











In the small burned-out room where you break a shattered window to reveal two rappelling enemies, look for a nearby table to flip over for cover.





Upon reaching the level with the flame vents blocking your path, look for another steam valve near the vent switch. Trigger this valve while enemies are standing atop the steam vents to immobilize your foes temporarily.



007 au







Near that second steam valve is a large burnedout room. Use Bond Sense to find several weak ceiling points. Shoot the ceiling when soldiers run underneath—incapacitate at least one enemy using this method.







tion to the extra rappellers, is a rocket-wielding soldier—roll to avoid his missiles, then take him down with a powerful weapon such as the Desert Eagle or AT-420).

With the flames off and the coast clear, move to a large burned-out room where more enemies lurk. Crouch behind any boxes nearby to avoid enemy fire, then use Bond Sense to **target weaknesses in the ceiling 2** that you can use to fall on enemies' heads to earn a Bond Moment. As you move through the room, watch out for additional rappellers that will drop into the holes in the ceiling. Also look for another **armor next to a cracked fallen column 3**. Once all enemies are taken care of, head to the ledge where the flames were, then rappel



down to finish the mission. A cinema scene afterward will reveal Nadanova's whereabouts.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission in less than 3:30. It's possible to complete this objective with more than a minute to spare, so preserving health is more vital than time management.

At the start of the mission, eliminate all the enemies before dropping an explosive in the vent, using the steam vent (the one you used to earn a Bond Moment) and fuel barrels to silence enemies quickly. Once all the enemies on the level are dispatched, grab the armor vest (behind a fuel barrel) to recharge your health. Quickly run back to the steam vent, drop the charge, then rappel down in a hurry, moving as far left as possible ①. While heading down the building, target and eliminate any nearby enemies. By going left, you avoid a whole level of combat, and you will be able to rappel down to a hidden area that contains an additional armor vest.

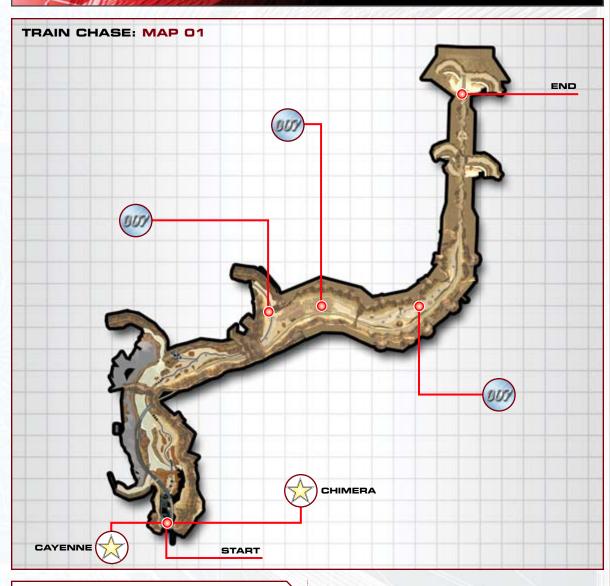
You should have full health before rappelling down to the level with the flame vents. Once there, run to the steam vent to stun enemy soldiers. Fire on the remaining soldier who's not stunned (hiding behind the box), then take out the rest. Turn off the flame vents, then get ready to take cover! A swarm of rappellers will advance toward your position, but your high-priority target will be a rocketlaunching soldier who'll run into the open. It is imperative that you take him out without getting hit by a rocket. To do this, stay to the right of the wall, then lean back against it to target incoming enemies 2. If you creep too far left along this wall, you might get hit by a rocket, so keep right. Once the influx of attackers dies down, get ready to run out and engage the rocket-launching soldier. Roll to avoid his attack, then take him out quickly before he gets a chance to fire again. Also target any remaining rappellers firing at you.

At this point, you should have at least half your health with about a minute to spare. Run into the burned-out room, but instead of fighting, keep running to the flamevent ledge and rappel down.





TRAIN CHASE



START: MISSION BRIEFING

You are now in hot pursuit of Doctor Nadanova, who has been kidnapped and is being held in a speeding train. Your mission: to find a vehicle and catch up to the train.

You have two ways to complete this mission. At the start of the level, head left to reach the Porsche Cayenne, or head right to reach the motorcycle. The motorcycle is faster but more difficult to control. In addition, you'll sustain serious damage (up to half of

your health) to the motorcycle if you hit anything head-on at high speed, such as a wall or parked enemy truck. For those beginning the level, the Cayenne is the best bet, but at oo Agent difficulty (and for the Platinum objective), the motorcycle is the only way to go (more details in the Extra Objective section).

OBJECTIVE 1a: CATCH UP TO TRAIN (CAYENNE OPTION)

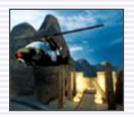
If you want to drive the Cayenne, run left at the start of the mission and uncloak the Cayenne. Jump in and



0075



SCENE 1



Blow up the helicopter hovering before the temple area. To get to the helicopter via the Cayenne, look for a hidden path to the left just after the first long tunnel you enter. This leads to a ramp that eventually will take you to a path with enemy motorcyclists on it. The helicopter lies at the end of that path. Using the motorcycle, when you reach a fork in the road with motorcyclists on the left and trucks on the right (the enemy outpost area), go left and follow the motorcyclists.





At the temple area when columns begin to fall, look for a ramp to jump. If on the motorcycle, look for a pillar and actionslide underneath it.





drive through the burning warehouse. Shoot a missile to blow through the main gate 1 of the compound. Follow the road and take out any enemies along the way. After driving through a long tunnel, look left to find an alternate path 2. Make sure you're driving fast enough to make the jump across a chasm on that path, which leads to the enemy outpost and two enemy motorcyclists. Use the machine gun to take care of them. Continue down this path to reach a large stone tunnel. At the end of this tunnel is a helicopter that will rise to greet you 3. Return the greeting with a missile to trigger a cinema scene and earn a Bond Moment.

Drive into the temple area immediately after the cinema scene. When you reach an area with falling columns, stay left and take the ramp to jump over the fallen columns and earn a Bond Moment 4. Upon exiting the temple, take out one more enemy truck and drive through the canyon toward the train. Avoid any incoming missiles from the train (you can gauge the missile trajectories and steer away from the expected blast points). Look for a large foot of a broken statue—to the right of that foot is a jump leading to the train tracks 5. Take the jump to earn a Bond Moment.









ALTERNATE ROUTE

It is possible to continue on the lower path instead, but since you have a limited time to destroy the train's defenses and get onto the train, it's almost a requirement to take the ramp onto the train tracks.

OBJECTIVE 1b: GET UNDERNEATH THE TRAIN (CHIMERA OPTION)

At the start of the mission, run to the right to find a Chimera motorbike. Jump on the bike and take a ramp that leads to the warehouse interior. Drive through two sets of glass windows to get back outside onto a path that leads to the train tracks. Avoid the train's missiles and rock debris by staying to the right of the tracks 6. The train will fire a missile that will destroy the bridge—and you'll drop to a lower level. Take out the helicopter harassing you with missiles, then jump a bridge to land smack-dab in an enemy outpost with motorcyclists to the left and missile trucks to the right 7. While it may be slightly faster to head right, you should head left and follow the enemy motorcycles. This is the path that leads to the long stone tunnel and the helicopter that, if destroyed, will earn you a Bond Moment.



TRAIN CHASE



After that point, drive into the temple area. When you reach the area with the falling pillars, press the gadget button to action-slide underneath the fallen pillar and earn a Bond Moment (3).

OBJECTIVE 2: GET UNDERNEATH THE TRAIN

Whether driving the Cayenne or the Chimera, the rest of the mission is the same for both vehicles. Once on the tracks, stay in between them and target the gun and two rocket henchmen on the back (at oo Agent difficulty, two enemy motorcyclists will join the party as well). **Use missiles to take out all the target points on the train ②**. Once destroyed, drive up directly behind the train as closely as possible (but watch out for the flames from the train if critically low on health). Eventually, a trench will appear between the tracks. Drive underneath the train to complete the mission.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission in less than 2:15—which is



actually 2:00 if you subtract the 10 seconds it should take to get Bond to the Chimera motorcycle. The Chimera is the only way to go—it's a faster vehicle, and it carries more missiles—which is a must at oo Agent difficulty.

The strategies for this objective are obvious: Don't lose control of the bike, and don't run into anything. For the sake of the end of the level, it's best to outrun enemies rather than waste missiles—as a rule, just shoot enemies that are directly ahead of you. Don't worry about getting hit by machine gun fire—missiles are your only big worry.

The strategy for the Chimera still applies, but when you reach the enemy outpost with motorcyclists to the left and missile trucks to the right, you might prefer to go right and drive straight through the flat desert area instead of heading left. This is the better option for three reasons: First, the wider flat area is much easier to drive through than the winding path the enemy motorcycles take. Next, it may save you a second or two—not much, but every second counts. Finally, you'll probably take some damage hitting the ground after destroying the helicopter for a Bond Moment, so avoiding it altogether may save health.

If you do go right, make sure to pass through the temple area as a time-saving shortcut—if you decide to take the ramp instead of sliding underneath the pillar, make sure you're angled pointing right—if you're angled pointing left on the ramp, you'll hit the wall in a most nasty way. After the temple area, taking the ramp by the statue's foot is an absolute necessity to save time.

Once on the train tracks, let loose your missile supply. Don't be gun-shy, because the sooner you defeat the train, the sooner you can drive up to it. It is possible to complete this objective with about 10 seconds to spare—even if you hit something once—so don't be so quick to restart if you make a mistake along the way.





SCENE 3



After the temple area, keep your eyes peeled for a statue that marks the location of a ramp. Take the jump onto the train tracks.

DID YOU KNOW?

At the start of the mission while driving the motorcycle, if you gain enough speed when hitting the first ramp, you can land on the roof of the warehouse. Once on the roof, you'll crash back down through some skylights—so there isn't any real advantage to getting up there. Still, it's a flashy way to start off!



COLO VARIET

Score 125,000 points to unlock the Platinum objective.

TEBERAT MUNITALIS

Complete the mission without taking any damage.

STARTING

A A

THERMOVISION



w/Silencer



GRENADE (1)

ACQUIRED

WEAPONE



DESERT EAGLE



SIG 552

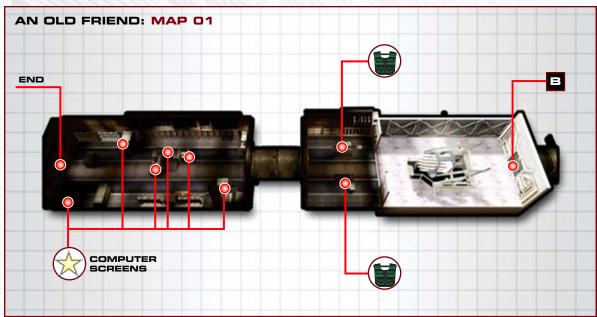


SCENE 1



Use stealth to dispatch enemies and avoid detection in the first train car (see walk-through for details).

AN OLD FRIEND



START: MISSION BRIEFING PART 01

Once you make it onto the train, you must make your way through the cars to find Doctor Nadanova. Stealth is paramount in this level—the longer you can remain undetected through the train, the more Bond Moments you'll earn.

OBJECTIVE 1: DESTROY 6 MISSILE LAUNCH COMPUTERS

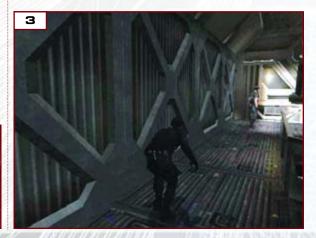
This objective can be completed in the first car—even though missile launch computers can be found throughout the entire train. When the mission begins, wait for the guard in the middle and the guard on the right to turn around. Once all three guards are facing away from you, crouch and creep up to the guard on the left to perform a stealth attack ①. Once done, immediately do a stealth attack on the middle guard and crouch behind the computer. When the third guard





senses something is amiss and runs toward you to investigate, use the silenced P99 to drop him—just make sure the third guard doesn't trigger the alarm (the yellow box on a crate in the back of the car).

With all enemies silenced, target and destroy six of the seven computer screens in that car with the silenced P99 ②: two where the guards were standing, two in the middle of the car, two next to the exit, and one to the right of where you begin the mission. (Note: There are more computers to destroy in train cars ahead should you miss one.) If you can dispatch all the enemies in this train car without raising the alarm, you'll earn a Bond Moment upon exiting.





The second train car is a bit trickier in terms of stealth. Enter the second train car crouching, and moving slowly, then quickly stealth-attack the first guard closest to the door as the other guard turns away. Make a note of the two armor vests behind each counter (Note: The vests do not appear at oo Agent difficulty), then steadily move towards the other guard as he goes on his patrol. **Creep very close to the walls to remain undetected 3**. As Bond gets close enough, perform a stealth attack. Eliminate the enemies in this room while undetected to earn a Bond Moment upon exiting the car.

Only two guards patrol the third car. When you enter, don't immediately stealth-attack the first guard you see—the other guard will hear if you attack the first one too close to the middle of the train car. Instead, stay crouched behind the boxes at the start (4), and wait for the guard to return. The



moment he turns around to walk back, creep behind him and perform a stealth attack as soon as possible —you must perform it before the guard has a chance to turn right so the other guard isn't alarmed! If done correctly, you can hide behind some boxes and wait for the other guard to turn his back on you. Immediately creep up behind him and perform a stealth attack. Then look for an armor vest in the middle of the car . Dispatch both guards without alerting them to your presence to earn a Bond Moment upon exiting the car.









SCENE 2

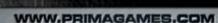


Use stealth to dispatch enemies and avoid detection in the second train car (see walk-through for details).





Use stealth to dispatch enemies and avoid detection in the third train car (see walk-through for details).



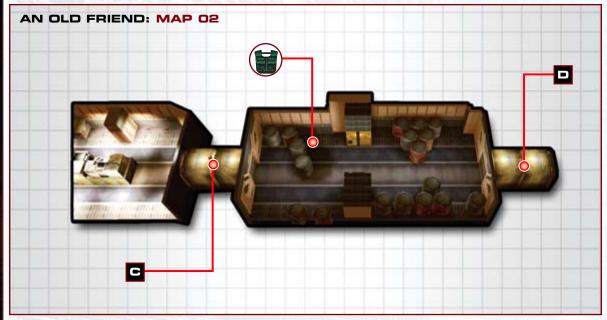
0075







Use stealth to dispatch enemies and avoid detection in the fourth train car (see walk-through for details).



In the fourth car, crouch and creep up the left side.

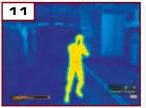
Once the patrolling guard makes it more than halfway across the train car, stealth-attack him

3. (Note: If you attack this guard too soon, the patrolling guard on the other side of train car will hear you.) Then stealth-attack the stationary guard behind the console and quickly creep back to the car entrance to wait for the other guard to turn his back to you 10. When he begins walking away, do a stealth attack—using stealth in this car earns you the fourth and final Bond Moment upon exiting the car.











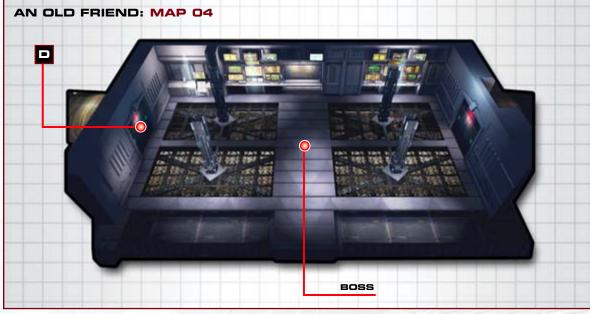
The fifth train car has very little lighting, so use your Thermovision. Forget about stealth: Dispatch the first guard to the right upon entering the room, then use a large cylindrical barrel nearby as cover ①. Eliminate the other guards as they pop into the middle of the train car. Stay behind cover until the coast is clear, then use Thermovision to find an armor vest in a darkened area of the car ②.

MISSION BRIEFING: PART 02

After making it through all five cars, be prepared to meet an old "friend"—Jaws! This hulking hitman will greet you rudely, so get ready for a big fight!

OBJECTIVE 2: DEFEAT JAWS

Use the columns of electricity to shock Jaws into submission—there's no need to attack right away. When Jaws throws a steel column at you, roll opposite the direction you're facing to avoid the column (if you're facing left, for instance, quickly turn 180 degrees and roll right), or **use the pillars behind you as cover (3**). Use a three-punch combination to knock Jaws back a few steps. Adjust your position so





you **knock him toward the electric current 4**—but stay far enough away from Jaws so you don't get shocked too.

After one or two shocks (depending on the difficulty level), Jaws may start to charge at you after being shocked. Position yourself so that you are in between Jaws and a column of electricity—when he charges, roll or run to one side to avoid him. If positioned properly, Jaws will charge right into the electricity.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission without taking any damage. If you weren't using stealth before to knock out enemies, you better start! Once the guards are alerted, you will surely get hit at some point in the mission. The mission's walkthrough strategy still applies (including the fight with Jaws), but



there are more things to watch out for.
First, if you remain hidden too long behind cover, a guard may throw a grenade (all the more reason to use stealth). Second, watch out for stray bullets from fallen enemies (yes, you can still get hit by bullets from their guns even after they are dispatched).

Using stealth in the first, third, and fourth cars is mandatory. It's very difficult to achieve stealth in the second car after you disable the stationary guard because an additional patroller is placed at oo Agent difficulty. However, you can crouch behind one of the countertop consoles, using it as cover to pick off any remaining foes. In the fifth car, immediately dispatch the guard on the right before he can shoot at you, then quickly take cover behind the large barrel as the remaining guards rush toward you. Stay behind cover at all times, moving only to entice a guard into venturing into the open.

0075



COLO TARRETT

Score 160,000 points to unlock the Platinum objective.

THERESE MUNICIPALS

Destroy the general's secret base in less than 45 seconds.

STARTING

WEAFONE



MISSILES



BOMBS



FLARES

ACQUIRED

WEAFONE



NONE

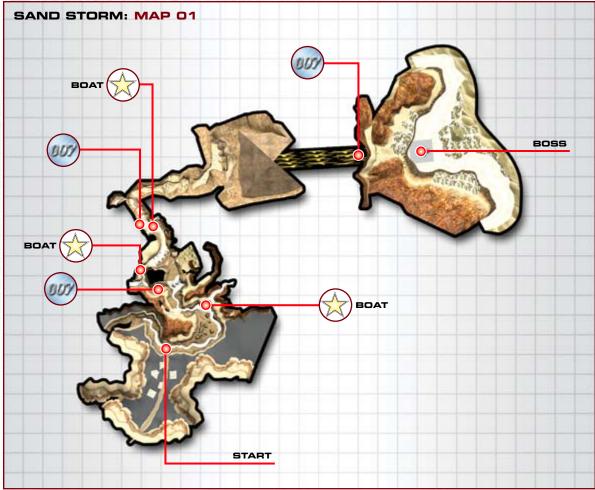


SCENE 1



When you reach a wooden bridge with enemy missile trucks on it, destroy the bridge so the trucks fall into the canyon.

SAND STORM



START: MISSION BRIEFING PART 01

Your first taste of flying in Everything or Nothing begins as you and just-rescued Doctor Nadanova chase another helicopter through river canyons and an Egyptian pyramid.



As the mission begins, fly through the canyon following the river. The **first enemy boat is on the river just past the large rock spires** ①. It's faster to take the boats out with bombs, but missiles can be used as well. Follow the river, using flares along the way to prevent missiles from hitting your helicopter. When you reach a





large waterfall, turn left to find two jeeps parked on a wooden bridge. Destroy the bridge to earn a Bond Moment 2. Pass another wooden bridge on your left to find a second boat to attack 3. Afterward, fly through a large stone gate to find a helicopter waiting. Destroy that helicopter before it has a chance to shoot back at you (or at any tall stone structures that might crash on top of you). Avoid any falling rocks or structures at all costs.





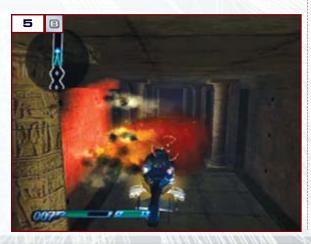
Just after this point will be **the third and final enemy boat** — if you destroyed all three boats to this point, you'll earn a Bond Moment. Right after the boat, watch out for the enemy helicopter shooting at the land bridges. Avoid the falling debris, and you'll eventually catch up to the general's helicopter.

OBJECTIVE 2: ELIMINATE THE GENERAL

Actually, you won't be able to eliminate the general just yet—instead, save your missiles and follow him through a pyramid. Maneuver quickly and/or use a flare to avoid the general's missiles. When you reach an area with flames shooting out of the walls 6, avoid getting hit by any of them to earn a Bond Moment. The best tactic is to stay near the ceiling and move just slightly left or right to avoid any flames.

OBJECTIVE 3: DESTROY THE GENERAL'S BASE

After you fly through the pyramid, the general's secret base will rise from the water. Deploy flares or strafe to avoid any incoming fire, then quickly **use missiles on the three glowing shield generators** —it may be help to hover briefly to aim at each generator effectively. With the three generators destroyed, avoid the general's missiles and **target your firepower on the remaining base structure** —destroy it to complete the mission. After completing this mission, an MI6 interlude cinema will be unlocked.







EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must destroy the general's secret base in less than 45 seconds. The key is to have full health by the time you reach the secret base—so you can focus on destroying the base rather than on monitoring your health. To preserve health through the level, make it a habit to shoot off a flare once per second—it may seem like overkill, but it will help keep you from getting hit by missiles. Avoid the boats and concentrate on the jeeps and helicopters, using as few missiles as possible to destroy enemies. Do not get hit by any falling rocks or debris—hover in place and wait if you must, rather than try to fly quickly under them. Also avoid the flames in the pyramid by using the same tactics you used to earn a Bond Moment there.

It's possible to reach the secret base with 85 percent or more of your health intact—you'll be in good shape to earn platinum. Keep firing off flares, but focus on shooting missiles rapidly rather than fancy flying footwork. If you can destroy the three shield generators in 25 seconds or less, you'll have plenty of time to destroy the rest of the base.







Destroy all three enemy missile boats.





When in the temple area where the flames shoot out of the walls, avoid any damage from the flames.





COLO TARRETT

Score 150,000 points to unlock the Platinum objective.

TEDERAT MUNITARIES

Reach the bottom of the fortress in less than 1:55.

STARTING

WEAFONE



MISSILES



MACHINE GUN



@ CLOAK



RC CAR

ACQUIRED

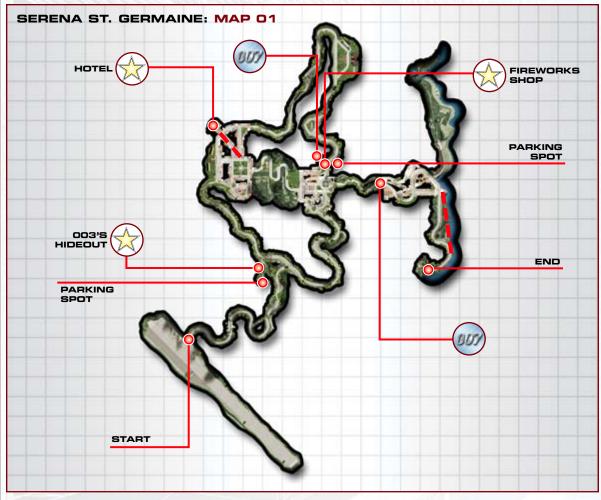
WENESKE



NONE

Note: The Porsche
Cayenne can utilize
cluster bombs as a
weapons upgrade once
you've completed this
mission. See the
Vehicles section at the
beginning of the book
for additional details.

SERENA ST. GERMAINE



START: MISSION BRIEFING

You will be flown off to Puerto Viejo in Peru to discover the whereabouts of Agent 003. You will take your trusty Porsche Cayenne to navigate through the village, as well as employ some neat new gadgets.

OBJECTIVE 1: INTERCEPT THE PATROL JEEP

At the start of the mission, a jeep will witness your arrival and try to report your presence. Follow the jeep and destroy it as quickly as possible ①. (Note: At oo Agent difficulty, the jeep will take a shortcut to the right, so get ready to follow it taking that route. In addition, missiles will be less

effective unless at close range and directly behind the jeep.)

OBJECTIVE 2: LOCATE AND ENTER 003's HIDEOUT

Keep following the road until you see a narrow road branching off to the left 2. This leads to oo3's hideout: When a cinema scene reveals its location, drive





over the metal bridge, look for a place to park, and exit the car. Go inside the hideout to take a phone call.

OBJECTIVE 3: AVOID ENEMY PATROLS

A countdown will begin when you jump back in the Porsche (4:00 at Agent difficulty, 3:10 at 00 Agent difficulty), which is your signal to get moving. Get back in the Cayenne, drive back up the metal ramp and head left, then make a hard right to return to the main road that leads to the village.

OBJECTIVE 4: GET TO THE HOTEL AMERICANO

As you near the village, Q will inform you that enemy patrols will be on the lookout for you. Fortunately, your GPS map (in the upper-left corner of your screen) will pinpoint their locations in orange, so you'll know where they are. Upon reaching the village entrance, brake and wait for a patrol sentry to drive past 3, then turn right. When you reach a grassy open circle with a fountain in the middle, activate the Q Cloak and turn left 4. You will see a long winding road in the distance, and a cinema scene will kick in. Turn right at the T-intersection and follow the road until you see a hidden location by the fireworks shop where you can park your car 3. Use the RC car to drive up the ramp next to the fireworks building, then look for a grate to shoot with a laser 6. Drive into the fireworks building and target the laser on the crates to create an eye-catching diversion, which will earn you a Bond Moment.









With the patrols now distracted, turn off your Q Cloak and drive right past the patrols (they won't bother you thanks to the distraction) to find **the entrance to the long and winding road** —use your full-screen map if you're lost. Follow this road uphill, then activate your Q Cloak when you reach the top (or simply avoid any patrol jeeps). Use the map to find the front of the hotel, where a cinema scene will kick in. With the Q Cloak activated, you can even take **a diagonal shortcut through an alleyway** § that leads directly to the hotel.







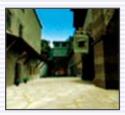


Use the RC car to explode the fireworks shop in the village.









While en route to the mountain fortress, when you reach a point in the road blocked by two jeeps, look for and take a shortcut to the left that leads to a sunken alleyway.

OBJECTIVE 5: REACH THE BASE OF THE MOUNTAIN FORTRESS

After picking up Serena, follow her directions to the fortress. Enemy detection is no longer an issue, so get ready to use up the Cayenne's weapon arsenal. Drive back down the long and winding road. At the bottom, dispatch the enemy jeep ahead, then quickly veer left and right to return to the a grassy open circle with a fountain in the middle 9. Drive around the fountain but go straight to get to another winding roadway. This will lead to a roadblock with two jeeps—instead of driving into them, steer left to find a sunken alleyway, which will trigger a Bond Moment (1). Drive through the alley until you see a tank ahead, then make a hard left. Take out the remaining jeeps until you reach a cinema scene featuring a tank. Look for an opening to the left created by the tank's destruction, and drive off the cliff 1. Make sure you have enough speed to jump over the chasm, then drive up the hill to reach the road again. Just before reaching the fortress, hang a left and smash through a yellow barrier (2) to complete the mission.





EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must reach the base of the mountain fortress in less than 1:55 after picking up Serena St. Germaine. The walkthrough points out the optimal route.

The key to completing this objective? Preserve as much health as possible before reaching Serena. At the start of the mission, you must get directly behind the jeep as quickly as possible and shoot missiles at short range (the missiles will miss if shot from far away or if you are not directly behind the jeep). Don't run into anything that may damage the Cayenne, and use the Q Cloak to avoid detection whenever possible. It is vital to have at least 75 percent health by the time you reach Serena.

When the actual challenge begins, turn right to take a diagonal shortcut through the alleyway. Activate the Q Cloak before emerging from the alleyway, then head as far as possible down the long and winding road until the Q Cloak runs out. Continue on the path described previously (including the Bond Moment shortcut)—it'll take driving skill and some practice to nail this objective.

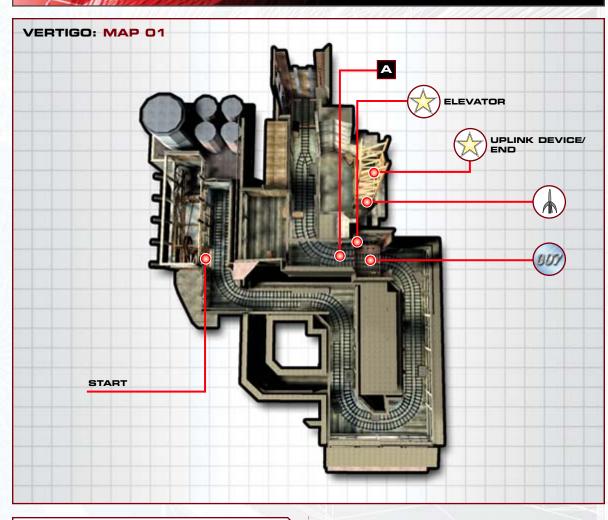








VERTIGO





Your search for any sign of missing Agent 003 continues as you split up with Serena to make your way through this mountain fortress. During this mission, you will make liberal use of the rappel as you make your way to the top of the cliff. This is the first mission in which you'll be able to put your Q Spider to good use. Because of the backtracking in this level, it may be wise to bypass some armor vests for later use.

OBJECTIVE 1: GET TO THE TOP OF THE CLIFF

When the mission begins, exit the elevator and crouch. Take a left turn and follow the train tracks.

hide behind mine carts and wait for a guard to appear. Once he turns his back, creep up behind him and perform a stealth attack ①. Continue following the train tracks, using the mine carts for cover and repeating this process for the remaining guards. If you can dispatch all the guards on this level without raising the alarm, you'll earn a Bond Moment. Look for a rappel point at the end of the mine tracks ②, then head up.







AT-420

мр5к







Use stealth attacks to avoid detection through the area where you start the mission.



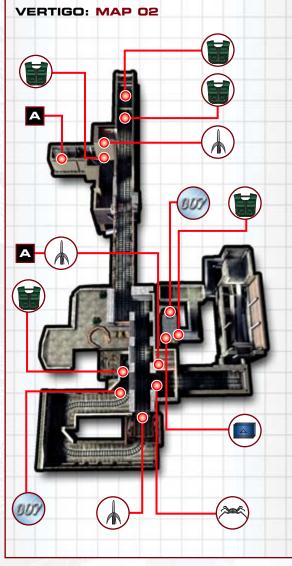






At the top of the rappel point, get ready to pull out heavier firepower (such as the AK-74) to dispatch the enemy guards that appear. Run to the corner to the right, and lean back against the wall for cover 3. Target the remaining guards from this point as well as any that rappel down. Once the coast is clear, make note of an elevator area 4—you'll be backtracking to this point later—as well as a rappel point upward where the mine tracks dead-end. Pull yourself up with the rappel to find an armor vest between two stacks of crates 5, then look for another rappel point 6.

After reaching the top, to the left of the rappel point is yet another armor vest 7, but save it for later if you can. Turn right and quickly duck behind a mine cart—a rocket-firing soldier is at the end of the hallway. While crouched, roll to the two mine carts that are side by side 3. Press the action button to cause the cart on



the right to move forward, and crouch behind it for cover. Eliminate the rocket-wielding guard at the end of the tracks.





TIE

It is possible to target and eliminate this guard without moving the carts! When you reach the two side-by-side carts, pull out the AK-74 and finesse your aim point on the target slightly upward to target the head. A short extra cinema scene will play if you can pull this off!

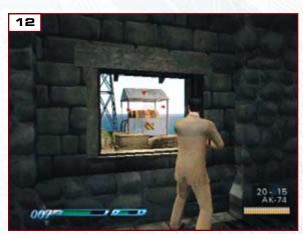
VERTIGO







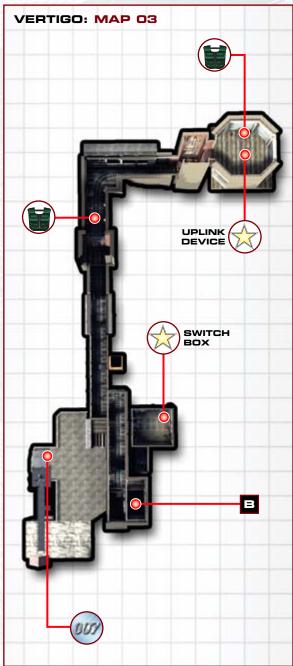
At the end of the corridor, look for a short passage to the left—dispatch the guards that pop up here. There will also be a rappel point downward into a darkened mine shaft. Use Thermovision to navigate through this area and locate enemy targets. At the end of this hallway is an AT-420 that, when acquired, will earn you a Bond Moment (9). An armor vest may be found here as well. Watch for enemies to pop out as you backtrack to the rappel point. Upon leaving the darkened mine shaft, use a Q Spider and take it past the boarded-up passageway (Note: At oo Agent difficulty, you'll need to use Bond Sense to target the planks and create a hole for the Q Spider). Look for a small entryway on the left that leads to a maze of planks, which if successfully navigated, leads to a metal vent and a locked armory area with various weapons, an armor vest, and a battery 1. Open the sliding



armory door with the Q Spider to activate another Bond Moment. Take out the last of the guards to finish up.

SHORTCUT

It is possible to destroy the signal-jamming antenna before climbing up with the rappel. Use Bond Sense to look through the window where the rocket-launching guard was ② to target the fuel generator below the antenna. Blow it up to knock down the antenna.









In the dark train tunnel when you first use Thermovision, reach the end. M will tell you that it may be a trap when you reach the end of the passageway. On the ground nearby will be a rocket launcher.





When you reach the enemy that carries a rocket launcher (where you have to push a train cart forward to get within range), look for a side alcove that appears walled off-but is accessible using a Q Spider. Navigate the spider through a hole and up a series of wooden planks to reach a supply room with armor, a battery, and weapons. Open the blue door nearby to surprise the guards and trigger a Bond Moment.

007 σ







After installing the control room uplink device, shoot the fuel storage below the jamming dish to take down both the jamming dish and the catwalk.







Back at the boarded-up passageway, look up to find another rappel point. Reach this next level to see a large antenna with guards posted next to it (3) (if you haven't destroyed it already). Quickly run out to the opening, then use Bond Sense to target the large fuel canisters below the antenna to earn a Bond Moment (2). Then quickly run back behind wall cover to dispatch any remaining guards along the walkway.

As you head through the walkway, look right to find the computer room the Q Spider discovered — save the items in the armory if you can, though, because you'll be backtracking here later. Continue down the tunnel to the end of the tracks to find another rappel point upward.



At this level, **note the armor vest near the mine cart**①. Of greater concern will be the guards—some of whom now have flak jackets. Since these guards are heavily armored, you might want to employ hand-to-hand combat to dispatch them (or take a head shot). Run to the end of the tracks to pull yourself up to the next level, which dead-ends at a room.

OBJECTIVE 2: RETRIEVE AGENT 003's UPLINK DEVICE

To the left, an armor vest is lying beside a table. You will encounter two more guards with flak jackets, and a guard with an AK-74—this time, the guard gets smart and flips a table for cover ①. Now would be a great time to use the AT-420 you found earlier: One shot will stun them all! Retrieve 003's uplink device from the stack of crates on the right side of the room ②.







OBJECTIVE 3: INSTALL THE CONTROL ROOM UPLINK DEVICE

To install the uplink device, rappel back to the level below. You will be greeted by an ambush of sorts, with guards as well as enemy rappellers appearing to attack you. Crouch behind any available cover, then take out the rappelling guards once they come down. Rappel to the next level, taking out enemies along the way. Return to the room that housed the large computers. Press the action button to install the uplink device to the switch box at the back of the room ② Don't forget to pick up all the goodies in the armory room before leaving.

OBJECTIVE 4: DESTROY THE SIGNAL JAMMING ANENNA

Remember that signal-jamming dish you saw earlier in the mission? If you've already destroyed it, this objective will already be accomplished. If not, run out of the room and look for the guards on the catwalk near the signal-jamming dish. Use Bond Sense to find the generator next to the jamming dish (see screenshot 10). Target and destroy the generator to neutralize both the dish and the guards to earn a Bond Moment (if you haven't already).

OBJECTIVE 5: TAKE THE ELEVATOR TO THE CLIFF TOP

Get ready for a fierce firefight as you backtrack toward the elevator (see screenshot 4) you saw at the start of the mission. Rappel and return to the area where the rocket-launching soldier had been. Duck behind the mine cart at the end of the tracks and use heavy fire-power to engage enemy forces. Guards will be waiting for you behind the numerous mine carts lining the wall. At the end of the tunnel, a small room will be opened , and from here a guard will attack. Shoot him to get him out of the way, and grab the armor vest in the room.





Rappel down the level where the elevator is:
Guards in front of you as well as in the rafters will open fire. Lean back against the stack of crates at the bottom of the rappel point for cover (2), then shoot each of the guards to clear the way to the elevator. Press the action button in the elevator to proceed to the top of the cliff.

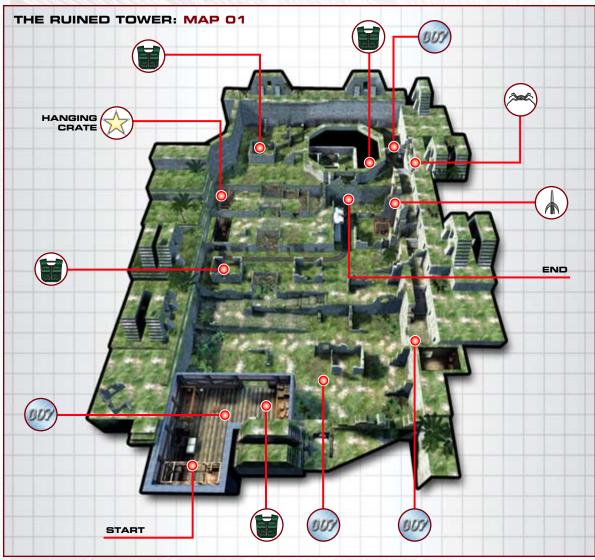
EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the level in less than 4:00. Follow the walkthrough strategy but ignore all Bond Moments: Forget stealth, forget the area requiring Thermovision, and forget the Q Spider path. However, do destroy the signal-jamming uplink as soon as possible, using the shortcut previously mentioned.





THE RUINED TOWER



START: MISSION BRIEFING

Your search for missing Agent 003 continues: This time, you've reached a formidable ruined tower with plenty of locations for enemies to hide and ambush you. Skillful use of cover will ensure a successful mission. However, don't linger behind any cover for too long, because some soldiers will be armed with grenades to flush you out. Finesse aiming will also be necessary to hit enemies behind cover.

OBJECTIVE 1: INFILTRATE THE RUIN

The level begins with you exiting the elevator. Quickly crouch behind the elevator wall for cover. When the guard closest to you turns his back, use a stealth attack to dispatch the guard, then quickly crouch behind a crate with a wrench atop it ①. Grab the wrench, then wait for the other guard to investigate the fallen comrade. Target and throw the wrench at the other guard (or use the Sleeper Dart) before he ducks. Using stealth on both guards without being detected will earn you a Bond Moment. Look for an armor vest

THE RUINED TOWER







behind a metal crate ②. Crouch behind the short walls next to the elevator room entrance ③ to see guards patrolling the area. Follow one of the guards and perform a stealth attack, then use the Sleeper Dart when the other guard comes to investigate. This will result in another Bond Moment.

Use Bond Sense to find a rappel point on a stone wall to the right of the warehouse exit 4. You may have seen a guard atop that point before. Use the rappel to get up the wall to earn a Bond Moment. Dispatch the guard in the room to find a Dragunov sniper rifle and another armor vest. Using the short stone walls nearby for cover, crouch and equip the sniper rifle from your elevated position 5. It is best to aim for the AT-420-wielding guard tucked away in a room in the front of the fortress tower 6. Take out any remaining visible targets with the Dragunov, then











rappel back down and head up the ramp leading to the higher levels of the fortress. As the ramp turns and heads back the other way, guards will pop up. Take cover by leaning up against any nearby wall corners, then take aim at the guards. Also keep an eye out for guards coming up the ramps behind you. There is an **armor vest nearby, in a broken room area** near the boarded-up mine cart exit point.

After following the ramps upward, **Bond will reach a second rappel point 3**. Before heading down the stairs to the left, **notice the small ledge on the right of the stairs 3**. Deploy a Q Spider and run it along this path to earn a Bond Moment. Use the spider to pick up an armor vest along the thin path ringing the ruined tower.

WARNING

Running the Q Spider along the edge may activate the appearance of enemies that will attack you (Bond, not the Q Spider). You may need to switch back to Bond if that occurs, then return to the Q Spider once the coast is clear again.









Use stealth attacks to dispatch the guards in the first room.





Use stealth attacks to dispatch the guards patrolling the outside of the elevator room.





Use the rappel to reach the top of the warehouse to find a Dragunov sniper rifle.



007 σ







After you ascend to the area to the right of the ruined tower, set down the Q Spider to find a narrow path cut into the side of the wall.







After using the Q Spider, head down the stairs and take cover: Guards will rappel down the wall in front of Bond. Eliminate them and move forward behind the back of the tower. Take corner cover along the left or right wall alcoves or crouch behind the small walls as the next wave of guards arrives. Look for another armor vest sandwiched between two walls ①.

Afterward, look for a passageway into the small room where the rocket-launching soldier was at the start

where the rocket-launching soldier was at the start of the level. Find more ammo for the Dragunov sniper rifle. Get ready for rappelling guards to rush into the room—but stay out of the window opening, because another AT-420 guard will shoot at you from the top of the elevator room's roof. Exit this room and dispatch any guards still remaining.

To rid yourself of that pesky rocket-shooting guard, camp behind a rocky structure near the room ②. As long as you're crouched, you won't get hit by the rockets. While crouched, set up the sniper scope, then pop up and quickly locate the target. If you see a rocket coming, just duck until it passes, then pop up again to seek and neutralize him with a well-aimed shot.

Once the area is cleared of enemies, head down a short set of stairs and turn right (3). You'll find a hanging crate. Press the action button to drop the crate to open up a new path. Jump in the newly created hole, then press the action button to trigger the mine cart's brake system on the wall next to it. This will start the mine cart rolling and open up a way out of the tunnel.





Get ready for a quick firefight: There will be more guards waiting for you to roll out. Duck behind what cover you can find, and fight your way to where the mine cart comes to a rest. (If you left the armor vest nearby, now would be perfect time to grab it.)

WARNING

At oo Agent difficulty, watch out for a rocket-launching soldier that will pop up behind you. He is very hazardous to your health, so look for any large walls to shield yourself from him, and take him out as soon as possible.

When you reach the area where the mine cart crashed, watch out for enemy rappellers to the right. Once the coast is clear, target the dynamite on the ground (2).

WARNING

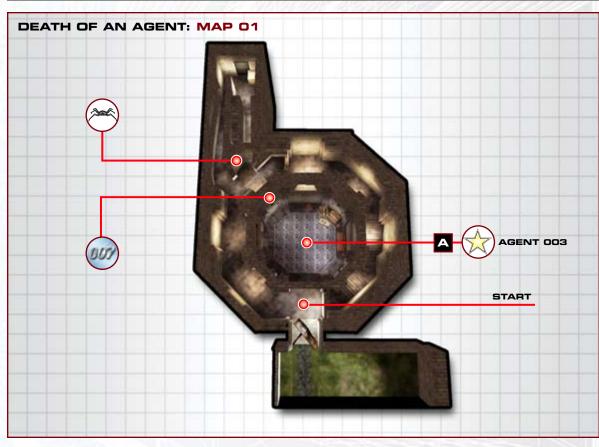
Don't stand too close to the dynamite when you set it off, for obvious reasons.

This will blow open a door—go through the doorway to finish the mission.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must fire 10 rounds or fewer. Using stealth and achieving the first three Bond Moments are essential at the beginning of this mission. You'll need to use the first Dragunov rifle you find to snipe five enemies from a safe point before proceeding, then use hand-to-hand combat for the rest. You'll need to grab the AT-420 for the end of the mission to clear the path quickly—and don't forget to save one bullet for the dynamite that blows open the door!

DEATH OF AN AGENT



START: MISSION BRIEFING PART 01

You've finally found where agent 003 is being held—but he may not have much longer to live. You must get to him quickly!

OBJECTIVE 1: GET TO 003 BEFORE HE DIES

After the cinema of Diavolo shooting 003 finishes, you must rescue the fallen agent fast. But instead of rushing into battle, deploy a Q Spider. **Use the Q Spider to find a hole in the wall ahead 1**. Have the Q Spider follow that path, crossing a wooden plank before falling on unsuspecting guards to earn a Bond Moment. This method is much safer and more efficient for your score (as well as your health).

Once done, move along the right side of the wall to shield yourself from any possible enemy fire

(although there should be none if you used the Q Spider). Crouch and creep down the stairs and take out any remaining guards (you can use stealth attacks for extra points if they don't detect you).

OBJECTIVE 2: FIND ANOTHER WAY OFF THE CLIFF

When you get to the bottom of the stairs, a cinema will kick in. After that, get ready to attack guards that will rush into the room. Dispatch them quickly, then head out the way they came in. Use the wooden boxes nearby for cover, then peer around the corner to see a staircase and an enemy guard ②. Drop him, then go down the long staircase and hide behind the entryway at the bottom to find another enemy lurking behind a wall. Fine-tune your aim to hit an exposed area of his body.





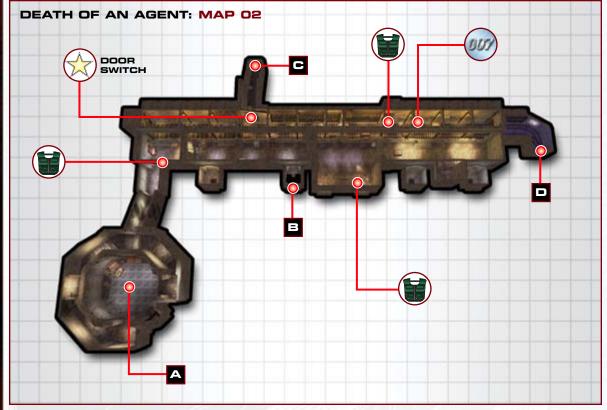




At the start of the mission, deploy a Q Spider. Take it down the hallway to find a spider hole. Navigate that hole upward, then have the Q Spider fall to detonate over unsuspecting guards.







You will then enter a long hallway. On the table is an armor vest in plain view, and ahead will be a gang of enemies firing on you. Take cover to the right of the broken wall ③. Using Bond Sense, if you look carefully in the crowd, you'll be able to see a fuel canister to target ④. Shoot it with a long-range gun such as the SIG 552 to explode the fuel canister. Once the guards in this area are cleared out, look for a short staircase nearby that leads to the rest of the long hallway. Near a tipped-over mine cart, look for an armor vest behind a wooden crate ⑤.

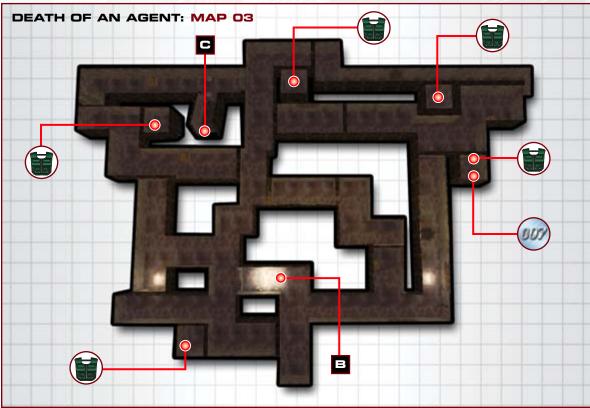


DEATH OF AN AGENT





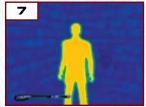




OBJECTIVE 3: LOCATE THE EXIT TO THE CATACOMBS

The only way out is down a hole (6). Drop into it and activate Thermovision. Get ready to be flanked by enemies to the left and right. Take cover behind boxes or walls and wait for enemies to appear. Move slowly through this area





to ensure you don't get outflanked. At the start, you'll have two directions to explore. Head left initially to clear out that area, then head right. Look for a two small alcoves along the way that have armor vests 7. Your goal is to reach a long stone ramp upward flanked by a pair of statues 3. It'll be guarded, so be prepared to fight.

After reaching the top of the stairways, **press the action button by a switch nearby** • to activate a door at the other end. Guards will emerge as a result, so quickly roll and crouch behind the mine carts for cover. You'll notice some heavy propane tanks, but regular bullets won't work. Instead, **use Bond Sense to target some slightly**

PRIMA'S OFFICIAL STRATEGY GUIDE



SCENE 3



After emerging from the catacombs and opening the exit doorway, look for some explosive crates in a nook along a wall, sandwiched between propane gas tanks. Shoot the crates to explode the tanks—take out at least three soldiers with this tactic to earn the Bond Moment.

DID YOU KNOW?

At Operative difficulty, it is possible to catch Serena before reaching the final Bond Moment locations.

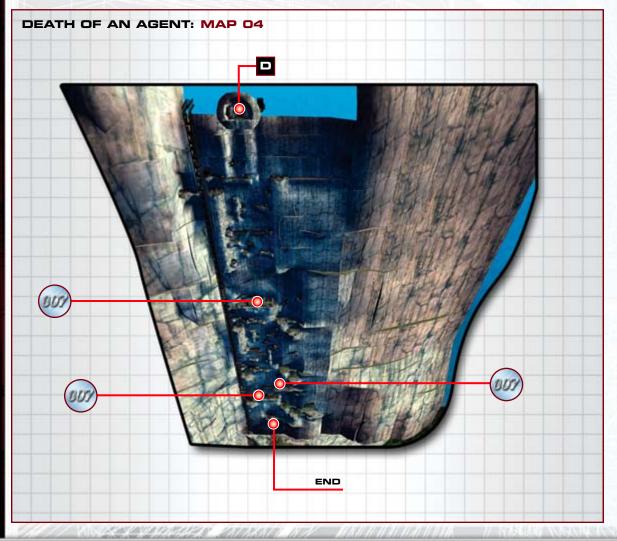
hidden explosive crates ① that will detonate all the tanks. If you take out at least three guards with this tactic, you'll earn a Bond Moment. Eliminate any remaining soldiers, then look for an armor vest in a stone alcove alongside the mine cart tracks ①. Exit through the opened doorway to complete the mission.











MISSION BRIEFING PART 02

The good news is that you've found Serena. The bad news is that she's falling for you hard—but not in the way you'd prefer. Instead, she's being pushed out of a helicopter, and she'll be plunging to her untimely end unless you can save her!

OBJECTIVE 1: CATCH SERENA

This is arguably the most exhilarating level of the game, but stay focused: Hitting a rock or object means serious damage or mission failure. If you aren't quick enough to reach Serena in time, you will fail as well. If you're feeling rushed, use Bond Sense to gain your bearings as well as acquire targets. If you hit any rocks or ledges head-on, the mission will end in failure. If you graze them, you will lose health, and you may not be able to catch up to Serena—so don't run into anything!

TIP

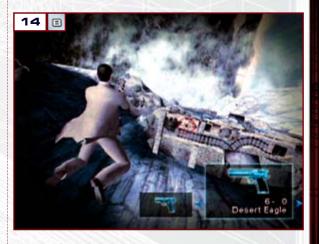
You don't have to follow Serena's exact route she's more of a visual distraction than an actual guide to follow.

Before you reach the cliff face, make sure you're equipped with a strong knock-down weapon such as the Desert Eagle—you won't have time for multiple shots on enemies. When you reach the cliff face, a cinema will kick in. Immediately jump off the cliff. You will encounter the first guard on the ledge directly below. Avoid the ledge by moving to the left of it, and fire a few rounds at the guard. Navigate between the two wooden walkways and avoid the two enemy guards on either side along the way. As Bond moves past the two wooden walkways, there will be another wooden obstacle in the center. Move Bond to the right to avoid the obstacle (3), then shoot the guard on the ledge to the right. Avoid the wooden obstacle that explodes as you continue to fall.

Directly below the first exploding obstacle is a ledge with two rocket guards. Look for the guard standing next to crates full of TNT, then activate Bond Sense to target the crates of TNT once you're in range (2). Detonate the explosives to earn a Bond Moment. With that complete, quickly veer left to avoid hitting the ledge, then right to avoid another.









SCENE 4



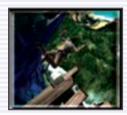
When you see a wide rock ledge with two AT-420-shooting guards, use Bond Sense to find a TNT crate behind the left guard—target and destroy that crate to dispatch the guard.

007 $_{\scriptscriptstyle EVERYTHING}$



307

BOND MOMENT



When you see a white propane tank on a ledge, squeeze between the small opening between a rock to the left and a wooden walkway to the right.



SCENE 6



Shoot the white propane tank mentioned in the previous Bond Moment to eliminate a guard near-

Continue down the center of the cliff, shooting guards as you pass them. As Bond passes a wooden walkway with a guard on the right of it, a metal overhang will be visible (3). Right as you are about to pass the metal

overhang, move left to avoid another ledge, and shoot the guard standing on it. After you pass that ledge, look for a white propane tank between a rock cliff and a wooden walkway .

From this point, you can pull off two Bond Moments in rapid succession: First, fall between the cliff and the walk-

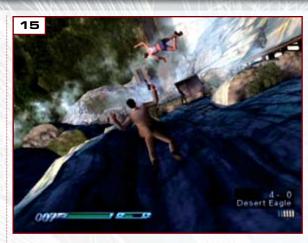
way—it's an
extremely tight
squeeze, but it's
doable. This shortcut will earn you
the first Bond
Moment. Then
immediately
use Bond
Sense to target
the propane
tank on the
ledge below

7. Shoot it

while veering hard left so you don't splatter on the ledge.
Destroying the d the guards

tanks (and the guards nearby) will result in another Bond Moment.

With that accomplished, move right to avoid a final ledge (with a guard atop it) right below. At this point, Serena should be in sight. Get close to her to trigger the mission-ending cinema.







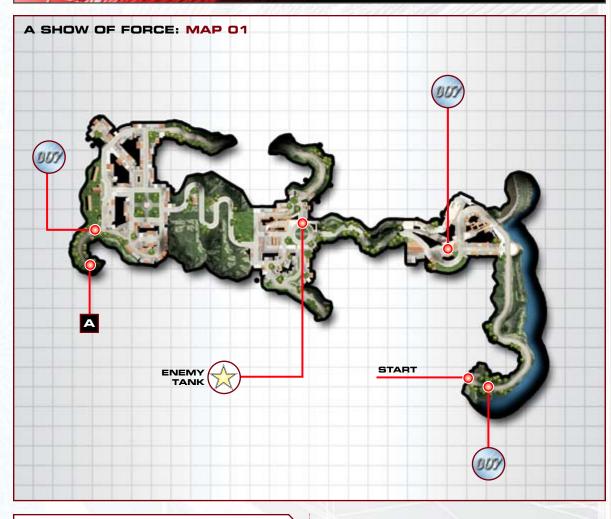
ALTERNATE ROUTE

If you are too chicken to complete the shortcut Bond Moment, simply veer to the right of the wooden walkway, then veer hard left—you'll need to make the move as soon as possible to get all the way across.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the first part of this mission having taken 100 points of damage or less. This will be a test of your skill and patience, because you must play the first half of the level almost flawlessly to pull this off. As a result, you must tread slowly and carefully—especially in the catacombs area-to make sure you don't miss any enemies who might snipe you from behind. When you get to the broken wall area (see screenshot 3), enemies will be able to hit you if you remain exposed for too long, so fire in short bursts and get behind cover quickly. While behind that wall, watch out for guards trying to outflank you on the left—they'll attempt to sneak behind you if you're not paying attention.

A SHOW OF FORCE



START: MISSION BRIEFING

With Serena safely back on the ground, it's time to make a quick getaway in true Bond fashion:
Commandeer a tank and wreak havoc on enemies (and villagers) in the process. Unfortunately, it's Serena at the wheel, so get ready for a bumpy but exciting ride.

OBJECTIVE 1: GET SERENA SAFELY TO 003's HIDEOUT

When the mission begins, use the tank cannon to **blow out the front gate of the fortress** 1 to earn a speedy Bond Moment, then dispatch several enemy jeeps that you encounter before veering through a bunch of trees. After returning to the road, look for a helicopter. Use

your machine gun to dispatch the helicopter—however, it is also possible to use the tank cannon if you can tar-





COLD TARGET

Score 200,000 points to unlock the Platinum objective.

PLATINUM TARGET

Get from 003's hideout to the extraction point in 45 seconds or less.

STARTING

WEAPONE



TANK CANNON



ACQUIRED

WEAPONE



ROCKETS

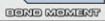


SHOTGUN





SCENE 1





Use the tank cannon to blow up the fortress gate at the very start of the mission.







Just before driving through the pottery store, use the tank cannon to blow up explosives next to two soldiers in the market square area.





Eliminate all gas station enemies with a single shot by targeting the gas pumps.



get it quickly. Your tank will eventually rumble into town and up a long ramp. Look for enemy soldiers to target with the machine gun on both sides of the stairs—especially the rocket-launching soldiers 2, and target exploding fuel barrels to maximize your firepower.

TIP

When using the machine gun, you'll automatically aim at targets as long as you're pointed toward them in general. You can also use the regular automaticaim button to zoom in on enemies.

At the top of the stairs will be two jeeps, use the machine gun to destroy them both and get ready to turn right. When you see two soldiers standing at the end of the alley, use the tank cannon to target the fuel barrels next to them ③. Explode the barrels to earn a Bond Moment.

TIP

When it comes to the jeeps, you can use either the machine guns or tank cannons. However, the tank cannons can take out jeeps with a single shot. This might make them a better weapon than the machine gun when it comes to ammo efficiency, as well as quick enemy elimination.

Thanks to Serena's dubious tank-piloting skills, you'll drive straight through a pottery shop before returning to the roadway. Use the tank cannon or machine gun to attack the missile jeeps that appear, as well as some soldiers on the ground—look for another fuel barrel near the soldiers to make quick work of them 4. After that point, look back with the tank cannon or machine gun to shake off a pursuing jeep.







After taking a winding path, you'll enter the square with the fountain, only to watch it get blown to bits by an enemy tank. Go around the fountain and use the tank cannon to dispatch the enemy tank. The tank will also be moving, so make sure you aim your shots a little ahead of the tank so they don't fall short ⑤. With the tank dispatched, you might still have a pursuing jeep on your tail—take it out before you reach the next point.

TIP

The tank cannon has a reload lag time of several seconds between shots. Make sure you're aimed properly before firing.

With the enemy tank silenced, you'll reach four rock-et-firing soldiers atop an archway ③. Use the machine guns to neutralize the soldiers, or use the tank cannon to collapse the arch itself. You will then proceed straight up a hill with a helicopter in hot pursuit. The helicopter will fly toward you from the rear in a linear fashion, so if you're already turned back to see the line it's taking, you can shoot it down with a single cannon shot ①! Otherwise, the machine gun does the job just as well.









When you reach the top of the hill, look for a jeep to drive out in front of you. Dispatch it with a tank cannon. Once the tank heads right toward a blue building, look for another tank approaching from down the street 3. Try to get a quick tank cannon shot on it before you drive past it. When you return through the market area back into the open, quickly knock out that tank and any remaining enemies with the tank cannon.

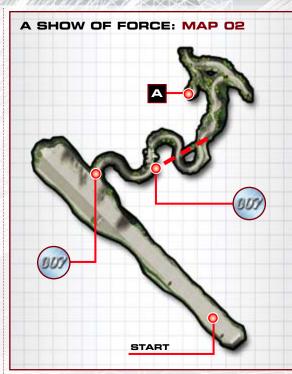
There'll be a lull in the action until you reach the gas station. Do not engage the enemies here. Instead, target the gas pumps with the tank cannon ③. This will trigger a chain reaction that'll knock out all the enemies nearby, and will result in a Bond Moment.

OBJECTIVE 2: GET TO THE EXTRACTION POINT

After reaching 003's hideout location, get onto the Triumph Daytona motorcycle, head over the steel ramp, and turn right to return to the airport. You have 1:10 to get to the extraction point (45 seconds at 00 Agent difficulty). Destroy any bikes and jeeps that pop up along the path. Look out for a shortcut by a tree on your right just before a big bend in the road ①. Taking this shortcut the whole way through will earn you a Bond Moment. Keep driving up the road. Just before reaching the airport landing strip, you'll find a makeshift roadblock greeting party. Rather than engage them in combat, look for a trailer next to two enemies, and use it as a ramp over them onto the airport grounds to earn a Bond Moment ①.







OBJECTIVE 3: DRIVE INTO THE Q-PLANE

Once you reach the airport grounds, speed to the departing plane. Shoot anything in your way that might slow you down, because you will fail the mission if you miss your flight. Get close enough to the plane's rear hatch to trigger a mission-ending cinema scene.

Completing this mission will unlock another MI6 interlude cinema.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), get from 003's hideout to the extraction point in 45 seconds or less using the Daytona Triumph. The key? Don't collide with anything head-on, and use all the Bond Moment shortcuts. Also, don't gun the acceleration on the Daytona Triumph right away, or else you won't be able to steer it properly when you go over the metal ramp at the start—and don't try to pop any wheelies, or you may lose control of the bike. When you reach the roadway, take out the jeep that appears as soon as possible, or else it'll block your way to the shortcut. Let off the acceleration a little at the tight left turn at the end so you don't rub the Triumph against the roadside cliffs.





en route to the airfield.



When you reach the roadblock in front of the airfield, look for a ramp on the right to jump over enemy forces.



COLO TARCET

Score 200,000 points to unlock the Platinum objective.

TEBERAT MUNITARIE

After talking on the phone to Mya, get to the van in less than 40 seconds.

STARTING

WEAPONE

MISSILES

MACHINE GUN

ELECTRO MAGNET

ACID SLICK

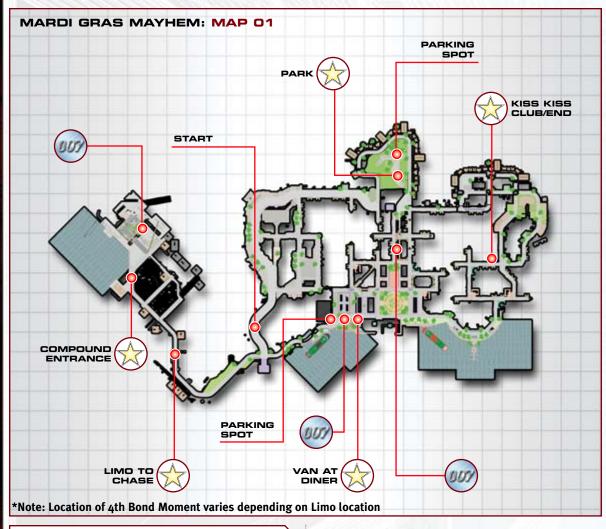
ACQUIRED

WEAPONE



NO WEAPONS

MARDI GRAS MAYHEM



START: MISSION BRIEFING

This time, you'll get to tour the streets of New Orleans at night during Mardi Gras. Unfortunately, it's mostly business and no pleasure, as you take your Aston Martin Vanquish through town to rendezvous with NSA Agent Mya Starling. Hitting any objects will damage your car, so drive carefully. To park a vehicle, look for a glowing white "oo7" circle.

OBJECTIVE 1: RENDEZVOUS WITH THE NSA AGENT

As the mission begins, keep driving down the main road in the direction you are facing. Be careful of

traffic: If you destroy any vehicle with weapons or a hard collision, the mission may end in failure. At the end of the main street is a trolley station ①. Turn left and use the GPS map to get to the glowing objective marker: A parking lot in front of a park ②. Turn right from the road you're on to park, then run to the entrance to the park and answer the phone ringing there.





OBJECTIVE 2: STEAL A TRANSPORT TRUCK

After hanging up the phone, you'll have 1:55 to find the van (1:10 at oo Agent difficulty, 3:10 at Operative difficulty). Use the GPS map radar to help guide you. Gun the car in reverse to make a quick three-point turn out of the parking lot. Turn right to get back onto the road you were originally on. When you see the flashing left-turn signal lights ahead, turn right onto a wide brick sidewalk 3. This leads to a ramp that will trigger a cinema scene and send you across into a building this activates a Bond Moment. Upon exiting that building, cut diagonally right through the green square with a horse statue in the middle 4 and look for a road that leads to the Gumbo Diner on your left 6. Park in the nearby parking lot so your car is facing the rear of the truck, then get out of the vehicle. Look for a switch on the left-rear side of the truck to open the bay door 6, then return to the Aston Martin and pull the car into the back of the van to earn a Bond Moment. If you used the shortcut, you'll have plenty of time to spare.











OBJECTIVE 3: INFILTRATE THE COMPOUND

When you get into the van, bust a U-turn by **driving** over the ramp entryway to the Gumbo Diner to return to the road that got you to the van. Take this long road all the way to the end. Go as fast as you can without hitting any traffic. A cinematic will kick in upon reaching the compound entrance.

OBJECTIVE 4: PLANT TRACKING DEVICES ON TRUCKS

Upon reaching the compound, turn left to enter the van parking area ③. Park the van, then get out and open the van's bay door to get the Aston Martin ready for a quick getaway. Walk to the rear wheel of the other van parked there ④ to install the tracking device.







After talking to Mya by phone, head toward the van. Look for a brick walkway that leads to a ramp that will send you over the Mardi Gras floats and into a building.





Reach the van with enough time to put the Vanquish in the back of the transport truck. You'll have to get out of the Vanquish and open the rear truck door (look for the switch on the rear-left corner of the van).









Leave the compound by using the Vanquish to drive into a large concrete pipe ramp. Make sure you have enough speed to crash into the building windows across from the compound to earn a Bond Moment.



OBJECTIVE 5: STOP THE HENCHMEN

After installing the device, you'll have 3:00 to catch up to (and annihilate) a limousine hoping to end Mya Starling's career prematurely. Get back into the Vanquish, and gun it quickly in reverse to head right through the now-opened door ①. Head right again and look for a large concrete pipe to drive through ①. Make sure you have enough speed through the pipe to crash into the building windows across from the compound to earn a Bond Moment.

TIP

If you forgot to pack the Vanquish with you in the van (or if you lose a life midway through the level), you've got a different challenge ahead. You'll have to chase the limo with the van (which is actually easier in some respects, because it can sustain more damage). It is still possible to catch up to the limo and ram it into oblivion. Forget the Bond Moment shortcut out of the compound—take the main gate out and follow the limo as normal. Ride up behind the limo to force it to crash into structures, or broadside your van into it to cause damage.





The timer won't turn off until you destroy the limo, so don't mess around here. Follow the limo closely, using the Electro Magnet weapon to slow the limo down. Watch out for any enemy jeeps that may appear, and dispatch them with missiles or the machine gun-if you have health to spare (or if you're driving the van), ignore them altogether. If you lose sight of the limo, use the GPS radar to find the limo and catch up. There are several shortcut points during the limo's path, which you can use to get ahead of it. First, when the limo enters the large underground garage, instead of following it, you can wait for it at the exit, which leads to a large walkway ramp (2)—this may be a great place to employ an acid slick. Another minishortcut is by the Gumbo Diner: Look for a building with gates to drive through (B) when the limo drives around it. If you can get right behind the limo as you reach a ramp near the Gumbo Diner (4), the limo will be destroyed. However, if you can disable the limo beforehand by getting in front of it and using the acid slick, you will earn a Bond Moment.



MARDI GRAS MAYHEM







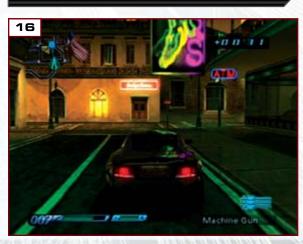
OBJECTIVE 6: GET TO THE CLUB

After catching up to the henchman, you'll have 1:30 to reach the Kiss Kiss Club. (Note: The actual route will vary depending on where you finally disable the limo, but in general, you want to return to the long road that the Gumbo Diner was on, and which led to the compound.)

Rather than go toward the compound, go in the other direction This long road will end in a T-intersection Turn right and then left from this point. At the intersection, make a quick left to see a parking spot that marks the entrance to the club and the end of this mission To.

TIP

If you're having trouble getting to the club, try turning on the full-screen map (9—it'll show you the shortest path to the club.







EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must reach the van in less than 40 seconds after talking to Mya—you'll need perfect timing to pull this off. The walkthrough (with the Bond Moment shortcut) outlines the fastest route. Some final tips that'll help: First, mastering the reverse three-point turn is key for getting out of the parking lot quickly. Second, jam on the buttons to try and skip the Bond Moment cinema. Third, hit the brakes hard upon reaching the Gumbo Diner so you don't overshoot the parking spot. Finally, don't hit any cars or walls head-on, and be sure to cut corners tight to take the shortest route!

TIP

The challenge ends once you reach the diner, so don't worry if you think you've run out of time. Your best bet is to check the pause screen to verify that you've completed this challenge (there should be a green check mark next to the objective).



Use an acid slick to stop the enemy limousine.





COLO TARGET

Score 225,000 in mission to unlock the Platinum objective.

TEBERST MUNITALE

Complete the mission without using any ammunition.

STARTING

WEAPONE



RAPPEL



THERMOVISION



Q SPIDER



NANO SUIT



STROBE



GRENADE



SLEEPER DART



P99 w/Silencer



WEAPONE



мр5к

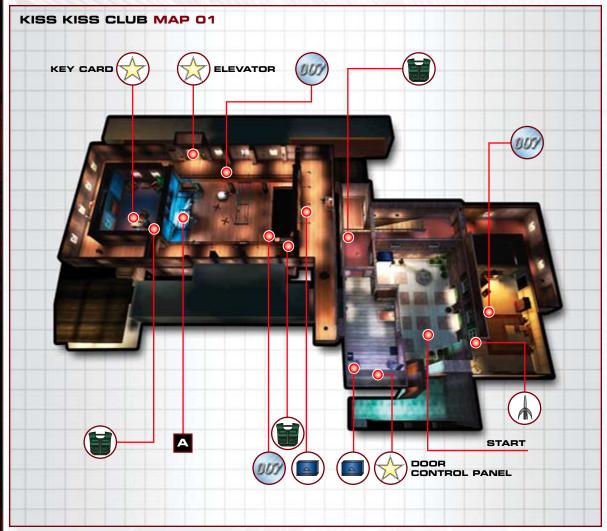


DESERT EAGLE



SPAS 12

KISS KISS CLUB



START: MISSION BRIEFING

You've reached the Kiss Kiss Club—now all you'll have to do is get inside this intimate jazz nightclub and rendezvous with Mya Starling. Unfortunately, you don't have an invitation, so you'll have to find another way in...

OBJECTIVE 1: ENTER THE KISS KISS CLUB

Ignore the front door. **Use Bond Sense to locate a window rappel point to your right 1** as the mission begins. Upon entering, give the woman inside the room a back massage to earn a Bond Moment. Exit the room.



WARNING

If you don't give the woman a back massage, she will alert the guards to your presence!

OBJECTIVE 2: FIND MYA BEFORE HER SONG ENDS

Although you can enter the club with guns blazing, that option is definitely more hazardous to your health. It's best to dispatch all enemies using stealth attacks so you don't alert the guards. When M informs you of this objective, hide behind a corner to peer around a door. Wait for a guard to go through the door and look at a picture 2. Crouch and get behind him to perform a stealth attack. Stay crouched and immediately go through the door to see some stairs. Don't go down just yet—head left to see a security monitor control room. Go straight to the closest guard and stealthattack him before he turns around, then head to the guard by the monitors and perform another stealth attack. Look for a switch in front of the control panel and activate it to open the club door below 3, and look for a battery to your right as well 4.







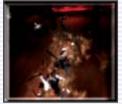






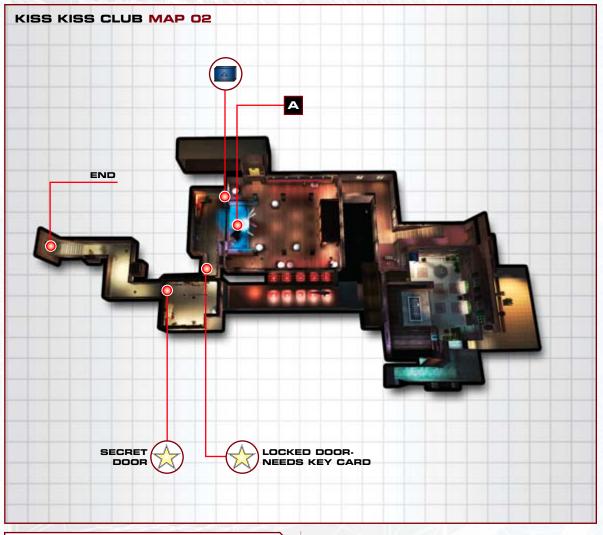
In the first room you enter, take care of the woman lying down on the massage bed.





When behind the bar, head left and look for a switch that will bring the lights down on enemies.





OBJECTIVE 3: RETRIEVE THE SECURITY ACCESS CARD

A cinema scene will play upon your entering the stage area. You'll find yourself behind the bar. Immediately head left and you'll automatically get a SPAS 12 shotgun, as well as **a switch that will bring**



the lights down—if you take out any enemies with this tactic, you'll earn a Bond Moment ?. Make note of an armor vest on a table to the left of that switch 3, then remain behind the bar to dispatch the enemies on the floor. Adjust your aim point upward to hit any enemies hiding behind tables.









KISS KISS CLUB

Once the floor is cleared, venture from behind the bar to find more henchmen on the balcony above. Use the SPAS 12 to quickly disable them and **send them crashing to the floor 9**—you'll earn a Bond Moment by sending to the ground the guard who's closest to the elevator.

Use the elevator to get upstairs ①. Head for the nearest corner (the one away from the open bar area). Dispatch any enemies along the way as you make your way to a double door that leads to an office ①. Eliminate the guard inside and make note of an armor vest in that room. On the desk in that room is the security keycard ②. On the balcony across from the office is a battery on the floor ③; you might want to grab it.

Return to the elevator, watching out for any guards that will appear once you reach the elevator doors. Go downstairs to see a gang of henchmen converge on you. If you're quick enough, you can go back up **the elevator and dispatch the henchmen easily from the balcony** ②. Otherwise, get ready for a very difficult hand-to-hand combat fight. Arm yourself with a crowbar to help even the odds.

With the keycard found, go behind the stage. To the right is another battery atop a box (5), and to the left is a door with a keycard switch (6).

Looking for a quick escape? If you have enough battery power, you can activate the Nano Suit before





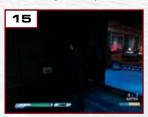


opening the keycard door and bypass all the guards along the way to reach the end of the level—it's hardly sporting, but if you're low on health or don't want to use ammo, it might be a good idea.

Open the door with the keycard by pressing the action button, then get ready to gun down the thugs in the dressing room. Once dispatched, look for a **cleverly disguised brick sliding door** that leads to a secret exit. Continue down this path, dispatching any enemies along the way until you reach the exit at the end of this passage.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission without using any ammo. It'll be a big challenge, but it is possible to accomplish. First, use stealth attacks to get to the bar (see the walkthrough for details)—if the alarm is raised, get to the bar entrance before additional enemies pop up. When the bar fight begins, it's essential to get to the light control as soon as possible to knock out all three gunmen in front of the bar. Look for bottles or anything else you can hurl to dispatch any other guards. Otherwise, you'll have to resort to hand-tohand combat, which will make things difficult. Make sure to get all the armor pickups, and collect as many batteries as you can find—the Nano Suit is a quick and effective solution to exiting the level quickly after retrieving the keycard.









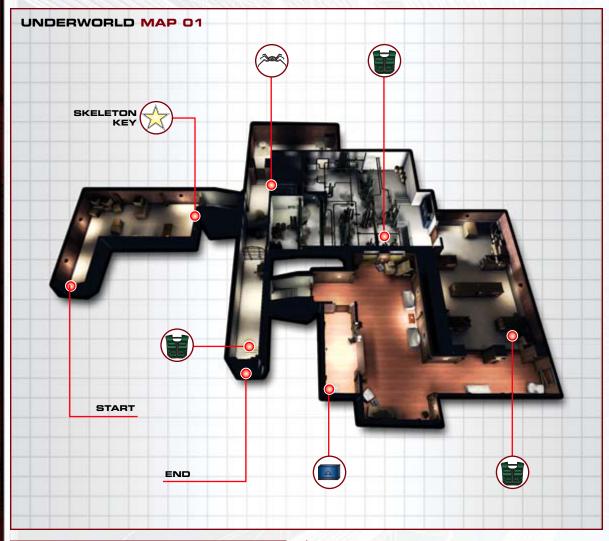


TONO MOMENT

During the bar fight, wait for two henchmen to get close to the balcony above. Shoot the enemy closest to the elevator so that he falls to the ground once dispatched.



UNDERWORLD



START: MISSION BRIEFING

Unlocked via obtaining golds and completing The Kiss Kiss Club, Underworld is an optional combat level that you can play en route to rescuing Mya. This mission can be played on any difficulty setting.

OBJECTIVE 1: RESCUE MYA

Quietly dispatch the first enemy in the room, then find a skeleton key hanging on the wall ①. Grab it, then head down the stairs. Open the exit door and wait for an enemy to rush in. Eliminate him via

hand-to-hand combat, then dispatch the remaining guard in the narrow hallway. Look for a **Q Spider** hole in plain view **2**. Use the Q Spider to go through the hole, then detonate it in front of some fuel barrels **3**—do it fast before the guard there steps on the spider! The resulting explosion will blow a hole in the wall.

ALTERNATE ROUTE

If you don't have or don't want to use a Q Spider, you can open the door to the left of the hole. However, this isn't the preferred option—you want to keep that door closed!

UNDERWORLD







Stay behind wall cover and dispatch any enemies that appear ②. Another place to stay behind cover is a large pipe in front of the hole ⑤. More henchmen will appear as you walk into the room with the pipes, so feel free to backtrack to one of these areas to avoid enemy fire. Look for an armor vest in the pipe room, it's hidden by the maze of pipes next to the stairs to the exit ⑥. If you blew a hole in the wall, you'll see the way to the vest easily. Using Bond Sense, target any fuel barrels along the back edge of the pipe room to dispatch enemies efficiently ⑦.

Take the stairs at the back of the pipe room. They lead to a box-storage area with more enemies to deal with. Use Bond Sense to target the propane tanks and eliminate foes near them ③. At the end of the storage area, look for an armor vest behind









a metal shelf ②. Save the armor vest if you don't need it right away. Enter the hallway and silence any attacking enemies. Look for a battery on a shelf behind the check-in counter ①. Once behind the counter, get ready for more foes to appear; crouch behind the counter to take them out. Look out for any enemies that open the door to the check-in counter as well. When the coast is clear, turn left and open a door that leads to the narrow hallway you were in previously—but now you're on the on the other side of the gate. Watch out for a henchman and a gunner on the opposite side of the gate. Head left to find a final armor vest and the level exit ①.





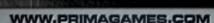






There are no Bond Moments in this level.

EONO MOMENT





COLO TARGET

Score 275,000 points to unlock the Platinum objective.

PLATINUM TARRET

Complete the mission in 3:15 or less.

STARTING

EXECUTE

RAPPEL

THERMOVISION

Q SPIDER

SLEEPER DART

P99

SPAS 12

DESERT EAGLE

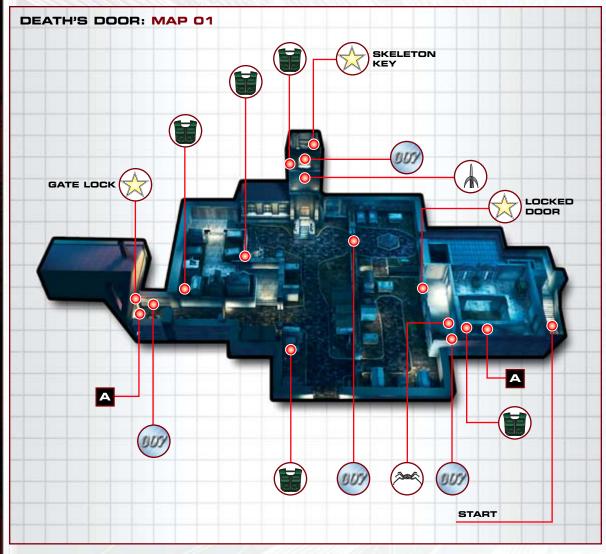
MP5K

ACQUIRED

WEGERE

DRAGUNOV

DEATH'S DOOR





START: MISSION BRIEFING PART 01

Your pursuit of Mya ends at a dark, foreboding cemetery as Yayakov hands Mya over to Jean Le Rouge, who whisks her away to the crematorium. You must make your way through the cemetery and infiltrate the crematorium before your hopes of saving her go up in flames.

OBJECTIVE 1: RETRIEVE SKELE-TON KEY FROM THE BELL TOWERS

Head down the corridor and turn left to go outside. Kill the first two guards before they can run to alert anyone else, and keep walking forward. The gate ahead is locked; turn left to find a group of guards streaming out the hotel, ready to attack. Dispatch them quickly. Look for a Dragunov sniper rifle behind a tomb near the fountain ①. Once the front door of the hotel is busted open by guards, immediately dispatch them and run inside before you get hit by sniper fire. Then head into the hotel to find a locked door to the left—you'll need to find a skeleton key now.

Before leaving the hotel, crouch behind **some boxes in front of a boarded window** ②. Next to that area is a spider hole in which you'll find armor—this triggers a Bond Moment as well. Stay behind the boxes and use Bond Sense to target and destroy the boarded-up window. This will give you a clear view of a sniper on a far rooftop ③. Drop him before leaving the hotel.

Upon reaching the opened gate by the hotel, more enemies will stream out, as well as another sniper. Take out the enemies on the ground first, then quickly roll to **the location of an armor vest** 4 directly across from the open gate.

TIP

An effective alternate tactic at this point is to crouch behind the small bush and equip the Dragunov ⑤. With the scope activated, stand up to see the sniper in the bell tower. Drop him with a single shot. However, note that while this method keeps you safe from the sniper, you won't be able to earn a Bond Moment later on.











Move toward the bell tower: When you see more enemies appear, take cover and dispatch them. Look for one enemy that runs toward the gate to the right near the large tree **6**—eliminate him before he unlocks the gate to earn a Bond Moment.









Upon entering the hotel at the start of the level, head right to find a stack of boxes. Near the boxes is a Q Spider hole. Take the Q Spider in to find a small nook with an armor vest.





When you see the set of enemies that appears when you reach the bell tower, look for one who tries to unlock a gate between the bell tower and the hotel. Dispatch the guard before he unlocks the gate.





SCENE 3



Eliminate the guard in the bell tower using your trusty hand-tohand combat.



Look for a rappel point to reach the top of the bell tower

• Once at the top of the rappel point, use hand-to-hand combat to neutralize the sniper in the tower. Subduing the guard in this manner results in another Bond Moment.

Look for the skeleton key hanging on the back wall 3.



You'll find armor and more sniper rifle ammo up here—so use the Dragunov to silence anyone still shooting at you before heading back down. Heading down will trigger a cinema, and you will be unable to head back up again—so make sure you've done as much as you can from this vantage point before leaving.







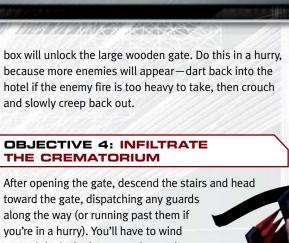
OBJECTIVE 2: INFILTRATE THE HOTEL

The bell tower will be destroyed once you rappel (hope you got the armor up there already!), so make your way back to the hotel, using the crypts as cover and neutralizing any guards in your path. You'll find an armor vest hidden behind a tall monument in front of the bell tower ①—but save it for later if you can.

Return to the hotel and open the once-locked door. Once inside, activate Thermovision. Look for a surprise ambush as you head up the stairs to the second floor—dispatch these foes without delay. At the back of the second floor, there's **an armor vest** (1). Collect them then look for a balcony door on the right.

OBJECTIVE 3: DESTROY THE SECURITY BOX TO OPEN A GATE

Turn off Thermovision upon heading outside, then quickly crouch. You'll find a sniper rifle up there (in case you're out of ammo). **Use Bond Sense to locate a security box to fire at across the cemetery** (1); destroying the



toward the gate, dispatching any guard along the way (or running past them if you're in a hurry). You'll have to wind around the locked gates and pass the bell tower to reach a small cemetery area up a flight of stairs (2). Pick up any armor you might have saved for later, and look for one more armor vest and (3), then follow along the path to the now-opened gate to complete this mission.











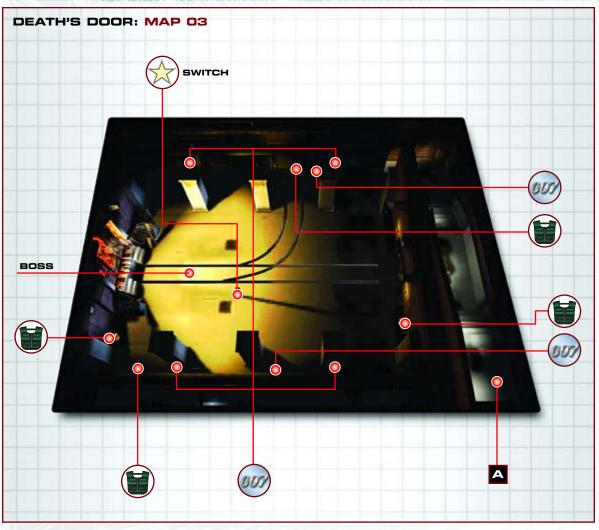
SCENE 4



While atop the hotel balcony, use the sniper rifle to find and destroy a security box on the crematorium wall (across the cemetery) to open the gate to the crematorium.

DID YOU KNOW?

It's so cold in this level, you can see Bond's breath frost up!



MISSION BRIEFING PART 02

Now you're in the crematorium to face Jean Le Rouge. You know you've got to stop him, but you've also got to rescue Mya before she's toast! He will be an intimidating foe, but you can confuse him into submission with lots of movement and a few Bond-worthy tricks.

OBJECTIVE 1: DEFEAT JEAN LE ROUGE AND RESCUE MYA

It's actually two objectives, but you'll need to complete both simultaneously—you can't do one and not the other. First, make sure **the switch in the middle leading Mya toward the furnace (2)** remains off at all times. Turn it off by pressing the action button when next to the switch as soon as you can after Le Rouge activates it. Listen for audio clues from Mya—she'll tell you if it's on, or look at the box to see whether it's lit green.



You'll find armor vests along the perimeter of this area, as well as more powerful weaponry—save the armor until needed, but pick up the heavy weapons as soon as possible.





You can earn two Bond Moments while fighting this boss. When Le Rouge stands near a fuel barrel, use Bond Sense to target the barrel — if he takes damage, you'll earn a Bond Moment. Use Bond Sense to look for ceiling and wall gas vent switches — shoot a switch when Le Rouge is standing near it to damage him and earn a second Bond Moment.

WADNING

Do not stand next to any untargeted fuel barrels or switches yourself: Le Rouge is smart enough to use them against you!

Do not attempt to engage Le Rouge in hand-to-hand combat. Use the six pillars around the room for cover, but don't stand motionless—if you do, Le Rouge will target you with devastating missile darts. The key to survival is to prevent Le Rouge from getting a bead on you: While crouched behind a wall, slide repeatedly left and right behind it to confuse his targeting ability — you'll know if you're doing it right if he begins to jump back and forth into the open, trying to fol-





low your movement. You can even sneak in a shot (but not more than one) if he's in the open, but immediately slide away from the wall corner in case he decides to shoot a missile dart at you. You'll be safe from his darts as long as you're hiding behind the farthest point away from the pillar corner he aims at (if you're next to the corner, you will get hit).

Keep rolling and running while in the open if you think Le Rouge has you in his sights. He is most vulnerable when he runs out to activate the switch—equip your heaviest weapon (the SIG 552 is best) and empty your magazine into him as he stands in front of the switch (1). Don't forget to turn off the switch again immediately afterward!

After you give Le Rouge more than 50 percent damage, guards will rush to his aid. Find cover out of Le Rouge's line of sight, and take out the guards first—they'll drop ammo, which will help you finish your mission. When Le Rouge gets even lower in health, he'll start shooting triple darts. Still, once you master the art of moving left and right while leaning back against a pillar, he won't be able to hit you accurately, and you will ultimately defeat him.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), complete the mission in less than 3:15. Remember all those armor locations pointed out in the walkthrough? Those become vital to your success. Make sure the gate's unlocked (don't perform that Bond Moment) between the hotel and bell tower so you have a more direct route to the end of the level.







While fighting Le
Rouge, use Bond Sense
to target the fuel barrels in the room. If Le
Rouge takes damage
from the explosion,
you'll earn a Bond
Moment. You'll have
two chances to earn
this Bond Moment (two
sets of fuel barrels).





While fighting Le
Rouge, use Bond Sense
to target the gas-vent
switches in the room on
the wall and ceiling. If
Le Rouge takes damage
from the flames, you'll
earn a Bond Moment.
There are four switches
to target: two in the
ceiling and two on the
back walls.



COLD TAXOUR

Score 250,000 points to unlock the Platinum objective.

TEBERAT MUNITALIS

Get from Bond's hideout to Diavolo's compound in less than 55 seconds.

STARTING

WEAPONE

SMOKE SCREEN

ACQUIRED

WEADOWE

MACHINE GUN

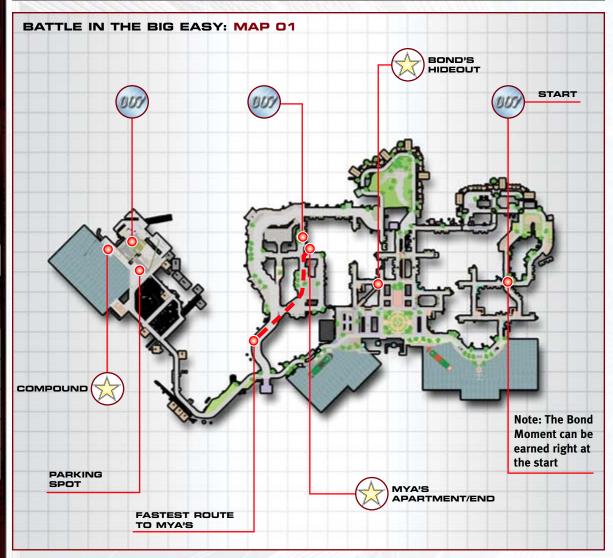
MISSILES

ELECTRO MAGNET

RC CAR

ACID SLICK

BATTLE IN THE BIG EAS





START: MISSION BRIEFING

You've just rescued Mya from a fiery end, but you're not in the clear just yet. You'll be pursued by Yayakov's henchmen through the streets of New Orleans as you try to destroy his compound/warehouse. Turning on the large GPS map

1 may be extremely helpful your first time through this mission.

BATTLE IN THE BIG EASY





OBJECTIVE 1: TAKE MYA TO BOND'S LAIR

As the mission begins, drive straight ahead. You'll be pursued by an enemy car—use the smoke screen on him to earn a Bond Moment. You'll quickly approach a roadblock: You can literally cut corners by driving through the windows to the right of the roadblock 2.

OBJECTIVE 2: ALLOW MYA TO DEFUSE THE BOMB

Immediately take a left turn 3 to get on a long road—you'll quickly realize that this is the same road you took to get to the Kiss Kiss Club (in the Mardi Gras Mayhem mission)—but now you're going the other direction! Concentrate on driving.

You must keep your speed up so the bomb in your limo does not explode—don't run into anything! Use the smoke screen liberally to shake off any pursuers. When you reach the central area of the city, you can take **one of several side streets** 4 to reach Bond's lair, which will be marked on the GPS map with a blue dot. Make sure you don't have any guards on your tail, or else you won't be able to reach the compound. (NOTE: AT oo Agent difficulty, you'll have to drive longer to defuse the bomb.





It's best to head past the French Quarter area and make **a right at the trolley station (5)**, then drive downtown to shake off enemy cars. Once the bomb is defused, by the time you backtrack to the French Quarter the coast should be clear).

OBJECTIVE 3: DESTROY THE COMPOUND

Finally, you'll get to even the odds by taking the Aston Martin Vanquish out for a spin. Upon leaving, prepare your missiles for an enemy car that will try to block the lair exit (a). Quickly turn left then left again to head toward a dirt ramp (7). Jump the ramp, then quickly destroy the enemy car that appears. You'll see the Gumbo Diner and recognize the road that leads to the compound. Dispatch any enemy cars that pop up as you drive toward the compound's open gate—use an acid slick when necessary to shake off any tailgating enemies.







SCENE 1



Use the smoke screen on an enemy car—you can earn this Bond Moment right at the start of the mission.











Use only one RC car to destroy the compound.





Get to Mya's apartment quickly.



OBJECTIVE 4: LOCATE THE ACCESS POINT FOR THE RC CARS

Once in the compound, look for a place to park and deploy your RC car 3. The RC car has a limited battery life, so you don't want to spend too much time driving it. Nearby will be an open vent shaft you can drive the RC car into 3. Follow the vent until a cinema is activated. Then use the laser to shoot a steam vent above two henchmen 10.

WARNING

If you don't shoot the vent, the henchmen will shoot your RC car and destroy it once it falls down.

OBJECTIVE 5: USE A LASER ON THE FUEL ACCESS PANEL

With the henchmen cleared, drop the RC car to the metal-grated floor. Immediately turn left, then left again at the next T intersection. This will take you on a route that rings the perimeter of the compound's interior and ultimately leads to a ramp (1). You may be low on battery power, so immediately look for the large generator while you're airborne, and target it



with your laser ②. If you use only one RC car in the process, you'll earn a Bond Moment.

OBJECTIVE 6: DELIVER MYA TO HER APARTMENT

With the compound destroyed, all you have to do is drop Mya off home. Unfortunately, some enemies will be left to stop you. The large GPS map may be helpful for pinpointing the shortest route to Mya's apartment. If you're worried about health, shoot cars before driving past them—they do damage if they're tailing you (use the acid slick in that case). However, if you can return Mya to her apartment quickly and complete the mission without wasting any time, you will earn a Bond Moment.

EXTRA OBJECTIVE: EARN PLATINUM 007

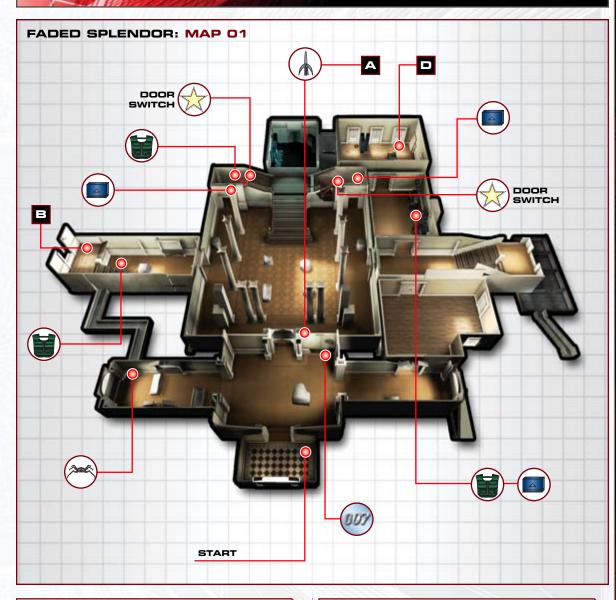
To earn platinum, you must get from Bond's hideout to Diavolo's compound in less than 55 seconds. The route described in the walkthrough is the most direct. Don't hit anything along the road that might slow you down (especially any enemy cars that might pop up). Ease off the acceleration button (feather-tap it) so you don't lose control on turns, and you should be OK.







FADED SPLENDOR



START: MISSION BRIEFING

Remember the tracking devices you placed on the vans in the Mardi Gras Mayhem mission? Well, that helped MI6 track Yayakov to an old plantation on the outskirts of the city. It's your job now to infiltrate the plantation and find out what Yayakov's up to.

OBJECTIVE 1: FIND YAYAKOV'S LAIR

The mission begins with you by a corner near the mansion entrance. Look for a Dragunov sniper rifle to your right, but creep slowly to get it, or the guards will hear you. Activate your Nano Suit, then creep left into a hallway. The Nano Suit will keep you from alerting the sniper on the second floor. **Hide behind a couch deep in the corner** ① and turn off your Nano Suit to save batteries. Wait for a guard to pass by, and when his back is fully turned, employ a stealth attack on him.









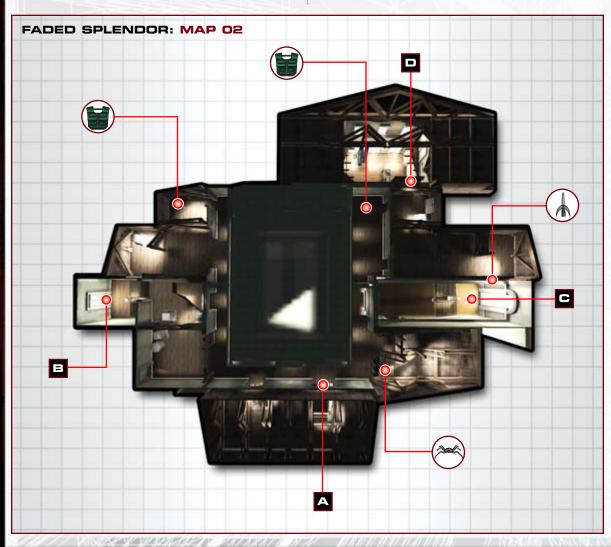
At the start of the mission, use stealth attacks to dispatch all the enemies on the ground level without alerting the sniper on the upper level.



Now return to the couch and wait for the second patrolling guard to return to the central room. Immediately cross the central room by crouching and hugging the wall directly underneath the sniper so he doesn't spot you. Follow the second guard into the hallway he patrols. Dispatch him with a stealth attack,

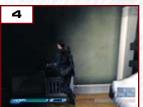


then stay crouched and turn back to the central room. Hug the wall as tightly as you can (to avoid detection by the sniper above) to **hide behind the planks blocking the two rooms 2**. An alerted but confused guard will be looking for you—shoot him with a Sleeper Dart.



FADED SPLENDOR









Keep hugging the wall, and look up in the central room to find a rappel point 3. Head up, armed with the sleeper dart. At the top, immediately turn left to subdue the sniper perched there with a Sleeper Dart. Using stealth to this point will earn you a Bond Moment.

ALTERNATE ROUTE

Interested in an option Q Spider path? At the area where you used a stealth attack on the first guard, head left to find a Q Spider hole at the end of the hallway 4. This leads to an armor vest—grab it if necessary—as well as a guard standing in front of a doorway 5. You can take him out by exploding the Q Spider near him.

Navigate left to where the sniper was to find several guards. Take cover to dispatch them. Once this level is cleared, look for a room with a hole in the floor and a



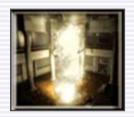












Shoot down the chandelier in the large ballroom so it crashes down on several gunmen.

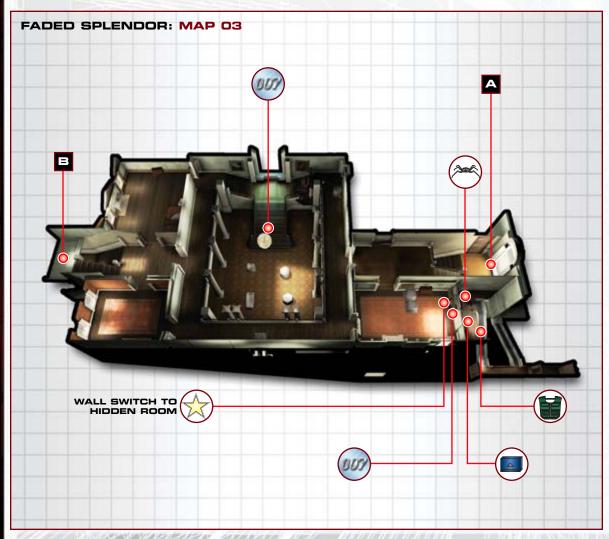
Return to the stairs and head down to the middle level. Take care of the guard that jumps out of the room on the left. Move toward the railing to see more guards at the lower level. **Use Bond Sense to aim at the chandelier above them (1)**, then send it crashing down on top of them for a Bond Moment.



TIP

A SAFER OPTION? When the enemies at the lower level of the ballroom appear, it's possible to backtrack to the attic quickly, where the sniper stood at the beginning of the mission. You'll find a broken-open window, from which you can target the chandelier with the sniper rifle (you may not be able to hit it using Bond Sense because of the odd angle.) This might be a good idea if you're trying to limit how much damage you take.

Head downstairs to find a small room that contains a battery and a door switch on the wall ①. Immediately take wall cover to look into the ballroom area ②, and look for henchmen to rush into the room. Adjust your aim point slightly upward to hit the targets hiding behind the tables. When the coast is clear, you'll find the second door switch in a similar room on the other side of the grand staircase—this area contains a battery and another armor vest ③. Trigger the switch to



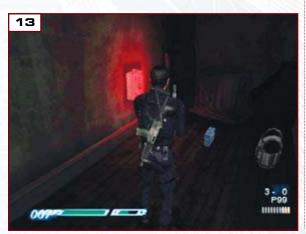
FADED SPLENDOR



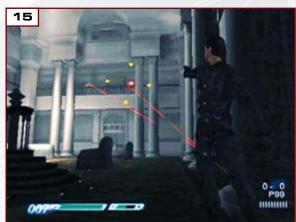


reveal more enemies approaching your position, use wall cover in the room to dispatch as many enemies as you can see (2), then quickly rush to the nearest column to take out the snipers on the second floor balcony (5) and any remaining foes.

Return to the second floor, but do not run down the open balcony area. Instead, get to a room with red walls on the second floor. Take wall cover near a desk in the room and look down to see two enemies hiding behind a fallen door (3). Take them out to get into that







room—but quickly hide behind some draped boxes to dispatch enemies that will rush into the room after you (7). In this room, look for some artwork propped up against a wall. In the corner is a wall switch (8) that













Find a hidden weapons cache in the room on the second level. The room is blocked at one entrance by a fallen door and has artwork laying against a wall (the door switch is near that artwork).







opens up a weapons cache filled with ammo, armor and batteries—and results in a Bond Moment upon discovery. Inside this weapons cache room is a Q Spider hole that leads to the first-floor computer control room. You can eliminate the guards here by detonating the Q Spider.

Leave that room and head right to find a staircase and a rappel point—however, watch out for a sniper atop the rappel point ①.

ALTERNATE ROUTE

20

Down the stairs past the rappel point is a computer control room that houses a battery and armor vest (you may have seen it already with the Q Spider). It is possible to visit this room after rappelling down to the computer room next to it—but the door will lock behind you.





Quickly head up and dispatch him with hand-to-hand combat (he has a vest on), then take cover behind the wood plank walls as more enemies rush in ②. Look for an armor vest in the room at the end of this area ②, then continue to find a large opening to rappel down ③. Rappel quickly and crouch behind the closest computer console ②. This will send in guards, but your top-priority target should be the soldier behind the desk to the left ③, because he has a penchant for throwing grenades to flush you out of your position. Clear out all enemies, then run into the computer control room directly ahead to end the mission.

EXTRA OBJECTIVE: EARN PLATINUM 007

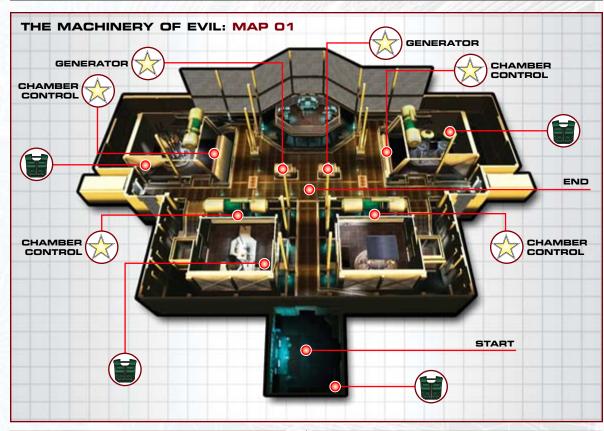
To earn platinum (once the objective is unlocked), you must complete the mission, taking 100 points of damage or less. Using stealth at the start of the mission for the first Bond Moment will help, as well as taking advantage of all the Q Spider paths to eliminate foes. Take your time, don't rush into the open unless the coast is clear, and always use cover during combat. Sniping the chandelier from the attic (see the walkthrough for details) with the sniper rifle may help you dispatch the enemies below without exposing yourself to enemy fire. However, don't stay behind cover in a single spot for too long—some foes can and will throw grenades at you to flush you out.







MACHINERY OF EVIL



START: MISSION BRIEFING

Well, you've found out what Yayakov's been up to—and the news is not good. He's busy producing swarms of nanorobots that will eat into the levees surrounding New Orleans to flood the city. You must stop Yayakov before his sinister plan comes to fruition.

OBJECTIVE 1: DESTROY ALL FOUR PROCESSING CHAMBERS

When this mission gets under way, look for an armor vest behind you, and a SPAS 12 by the doorway leading to the control center. Walk through the door to the right of that SPAS 12.





TIP

The following walkthrough shows one way of progressing to each chamber. However, it is possible to do the chambers in a different order (such as doing the third chamber first).

After a cinema finishes, move down the pathway and immediately turn left to dispatch the first guard that appears. Run toward a safe point where you can crouch to avoid cover and eliminate the remaining guards. Immediately to the right of that safe point is the first processing chamber entrance 2.







AT-420







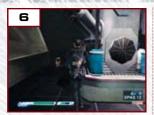
Find a rocket launcher downstairs behind two red glowing pipes. To get to the AT-420, use Bond Sense to target and shoot one of the pipes.





Send a Q Spider into the third processing chamber from the small hole by the ramp in the lower level.





Once inside, watch out for the electric current shooting into the wall ③, blocking your path to the control panel. Wait for the current to stop, then quickly dart across before it starts again. Grab the armor vest and the weapon near the control panel ④, then press the action button to overload the generator. Get out of the room quickly before it explodes (you have less than 15 seconds), and return to the safe point (see screenshot 1).

Dispatch all enemies in sight from that safe point (use hand-to-hand combat when they venture too close, then reestablish your hiding position). With the coast clear, head to the northwest corner of the room. Down the stairs is the entrance to the second processing chamber ⑤. In the second chamber is an armor vest and additional ammo near to the control panel ⑥. Press the action button in front of the panel to activate it, then head downstairs to the lower level—a stream of electricity will block the path back up.

Once downstairs, immediately turn left to find **two glowing red beams 1**. Use Bond Sense to target the





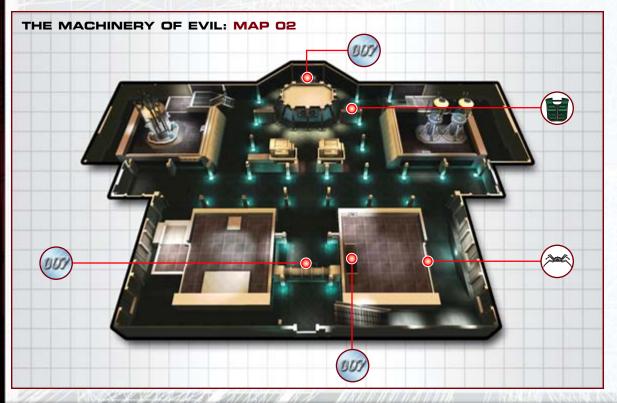
beams until one explodes. In that crevice is an AT-420, the discovery of which will earn you a Bond Moment.

WARNING

Do not destroy both red beams, as it will allow enemies to loop back behind your position if you're using wall cover nearby.

Dispatch all the guards in this lower area, using cover at all times. Look for three guards stationed at the end of a short hallway. Using Bond Sense, look for a steam vent switch behind them 3. Shoot the switch to stun the guards, after which you can easily dispatch them. Employing this tactic will earn you another Bond Moment. There is also another armor vest to find in another corner of the room, on the other side of the glowing red beams mentioned earlier.

While downstairs, look for a ramp downward. You may notice a hole in the floor at the bottom of the



MACHINERY OF EVIL









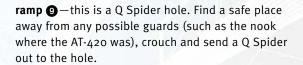








At the lower level of the facility, look for a steam vent behind three soldiers. Shoot a switch on the vent to stun the three soldiers temporarily.



WARNING

You'll have to switch back to Bond occasionally from the Q Spider to make sure no guards are in his immediate area and that he's not under attack.

Inside the hole is a small elevator that will take the Q Spider up to the third chamber. Leave that elevator and take a metal vent up to the interior of the chamber to earn a Bond Moment. Send the Q Spider to the cracked-open door and explode to open a way into the chamber.

ALTERNATE ROUTE

If you are in a hurry or are trying to complete the extra platinum objective, head up to the top level and send a Q Spider right up to the slightly cracked-open front door of the third chamber (1). Explode the Q Spider right in front of the crack to jar the door open. You can also opt to shoot the door open by using Bond Sense to target the broken control panel behind the slightly opened door.

Whichever option you prefer, note that the ramp with the Q Spider leads back up to the computer control room—but this time guards may be inside. Dispatch the guards and don't forget about the armor vest that was there originally (1).

Now go to the fourth and final chamber in the room, which is located at the northeast corner. Look for the entrance down a short set of stairs ②. Inside is yet another armor vest worth grabbing ③, as well

as the control panel. Press the action button to overload this fourth chamber, then get out. Eliminate any remaining enemies, retreating to **another similar safe point** (1) nearby if necessary.

OBJECTIVE 2: DESTROY BOTH GENERATORS

The final task is easy once the coast is clear. Approach the two generators in the middle of the room, and grab the flashlights on the two tables across the generators (a). Throw a flashlight into the generator to disable it (b). Do this twice to bid farewell to Yayakov and complete the mission.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission using 10 rounds of ammo or less—so get ready for lots of hand-to-hand combat. You'll have a lot of options in terms of how to use the ammo, but in general, stick to a heavy weapon (such as the SPAS 12), and never use any semiautomatic guns. Enemies will automatically replenish as you dispatch them, so don't waste time eliminating foes unless they're directly in your path. Use your Nano Suit while running in the open—but turn it off once you're in the chambers. Another option to consider: Take one ammo shot with the SPAS 12 to get the AT-420, then use the rocket launcher to take out enemies in bulk downstairs but forget about the other Bond Moments. Note the wrenches on the tables across from the generators that you can throw at enemies, and use the flashlights on the table to disable the generators.



COLO TARREST

Score 300,000 points to unlock the Platinum objective.

PLATINUM TARRET

Complete the mission in 3:10 or less.

STARTING
WEAPONS
ROCKETS

FLAME-THROWER

M SHOTGUN

ACQUIRED

NONE

SCENE 1

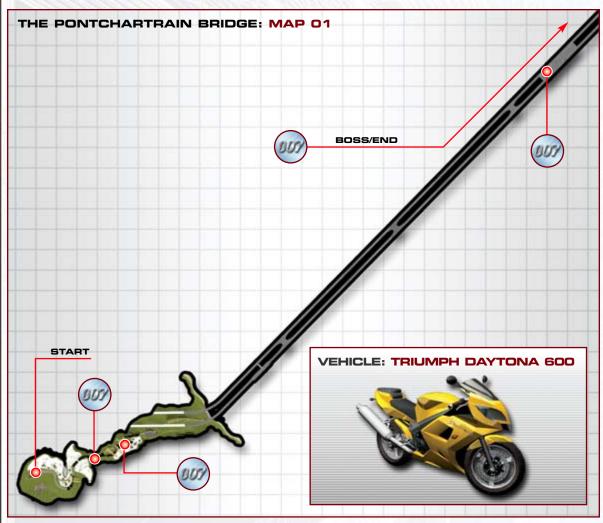


Jump over the barbedwire fence at the start of the mission.

DID YOU KNOW?

This mission is actually based on a real-life toll bridge that spans Lake Pontchartrain!
Completed in 1956, the 24-mile-long bridge (it's actually two parallel bridges) is the longest in the world!

THE PONTCHARTRAIN BRIDGE



START: MISSION BRIEFING

You may have stopped Yayakov for good, but an old friend—Jaws—will reintroduce himself to you in a most nasty way. He'll stop at nothing to take the already-produced nanorobots to destroy New Orleans, and it'll be up to you to stop him before he can reach the city.

OBJECTIVE 1: DISABLE JAW'S TANKER

Leave the plantation area immediately by taking the left wooden-bridge path at the very start of the mission 1. This will help you generate enough speed to

cut across the water and use the bank to jump over the gate without breaking through it 2 to earn a Bond Moment. You'll have to generate enough speed to pull off this move. There'll be a fork in the road immediately afterward: Stay left to see a shack coming up on your right, with four henchmen firing machine guns 3. Send a rocket into the shack for a satisfying explosion and a second Bond Moment.





THE PONTCHARTRAIN BRIDGE





Drive through the tunnel and up onto the highway bridge. Dodge through the traffic to reach a tollbooth. Stay in the middle lane and line yourself up with a flipped-over pickup ③. This will send you smashing through the billboard. (You can also drive on the right through a tollgate, but you will suffer a little damage as a result.) Shortly after the tollbooth, enemy bikes will pull in front of you. Drive up close and take them out with your flamethrower or missiles (but in general, save your missiles for the larger vehicles).

Avoid the cars at all costs—a direct head-on collision will cause lots of damage and possibly end the mission. It may help to use very small movements on the control stick to weave through traffic. It also may help to drive on the shoulders if you see tight traffic ahead—the speed bumps will naturally slow you down a little. After several sets of enemy bikes, look for a road construction zone. Stay in the left lane and look for a jump that will take you over to the other side of the bridge **3**. A successful jump will earn you a Bond Moment—but get ready to swerve to the shoulder to avoid oncoming traffic upon landing.

If you are feeling truly adventurous, you can stay and drive into oncoming traffic—but for the sake of health, it's best to cross back over to the right side of the bridge at the first or second crossover point ③. If you choose the first point, two vehicles will attack you—use the missiles to dispatch them. Waiting for the second crossover point may save you a little time as long as you don't collide with oncoming traffic.

Once you get close enough to Jaws, a cinema will show his truck smashing into a gas tanker, and you'll get a Bond Moment. After that cinema, drive straight for the jack-knifed tanker and hit **the gadget button to slide underneath the tanker 7**.









TIP

During the slow-motion cinema, you can select your flamethrower and roast the enemy motorcyclist flying over the top of you.

After the tanker explodes, catch up to Jaws by dispatching two vans with henchmen dropping barrels out the back. Avoid the barrels: Upon explosion, they will cause a fire slick that will damage you if you drive through (you might be able to avoid damage by popping a wheelie, however). Destroy the vans with missiles, and when you reach Jaws, burn the back four tires on his truck ③. Use the flamethrower to take out one side, then slow down a little to get back behind the truck. Speed up again to use the flamethrower on the rear tires on the other side. Don't linger too long next to Jaws, because he will try to pin you along the shoulder. Try to complete this task quickly before Jaws attempts evasive maneuvers and before you run out of bridge. Q will inform you how many miles you have left.

Completing this level will unlock the third MI6 Interlude cinema.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission in 3:10 or less. There's no real secret to this other than to not run into anything; if you do, you'll receive both a health and time penalty. Avoiding collisions is a very difficult task once the "tunnel vision" effect kicks in when you reach a certain speed. The walkthrough strategy still applies— although you may opt to stay on the right side of the road rather than execute the construction ramp Bond Moment. In addition, you may want to skip the second Bond Moment (the path that leads to the shack) and take the left path that leads to the highway sooner— this will help you build speed.

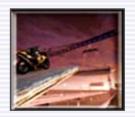






Use a rocket to destroy the shack with machine gunners in front.





After entering the tollbridge area, use a ramp to jump over a blockedoff roadway that's under construction to reach the other side of the bridge.





Once you reach Jaws, slide under the yellow fuel tanker. A cinematic sequence will cut in if you're successful.



Complete the level in 40 seconds or less.

STARTING

THERMOVISION

Q SPIDER

NANO SUIT

EMP STROBE

GRENADE

SLEEP DART

P99 w/Silencer

ACQUIRED

WENERE

DESERT EAGLE

A SIMPLE EXCHANGE

START: MISSION BRIEFING

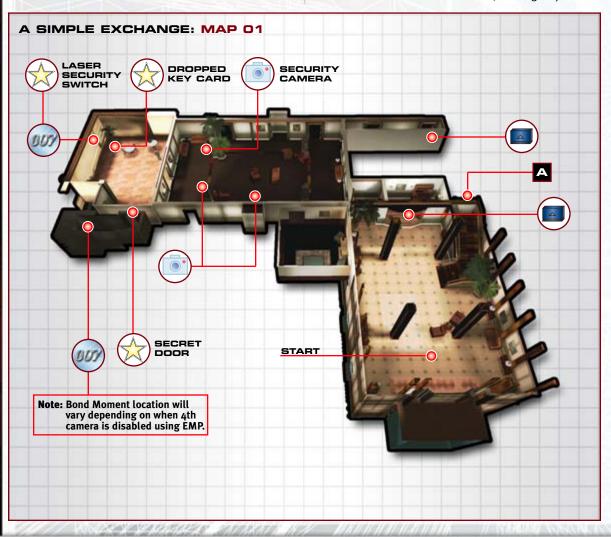
You'll return to Peru to try and meet Diavolo and see what scheme he's plotting with regard to Dr.

Nadanova's nanobots. Unfortunately, he hasn't sent you an invitation. The only way to meet Diavolo is to win one of his exclusively run rally car races—so you'll have to sneak into the hotel and steal a race car driver's outfit. It won't be as easy as you think: This hotel will be swarming with security, and you won't be able to go in with guns blazing. Stealth will be the key.

OBJECTIVE 1: ENSURE THERE ARE NO CASUALTIES / DON'T RAISE THE ALARM

These are objective "rules" that will have to be followed throughout the mission. It's best not to engage in any shooting (other than your Sleeper Dart), and to avoid detection at all costs, using the Nano Suit whenever necessary. In addition, you can disable the cameras with an EMP grenade—just make sure no guards are around to hear the noise—or you can just watch the cameras carefully and sneak past when they're not pointed at you.

"No casualties" is a bit misleading, because you can use stealth attacks to dispatch enemies (apparently, stealth attacks are nonlethal in this mission) as long as you



don't alert any other guards in the process. You'll want to remain crouching through the whole mission.

Most importantly, do not get spotted by any cameras—that triggers the appearance of more guards. If you see a camera icon on your screen, you can still salvage the mission by remaining hidden—but it'll be much more difficult. Now that you know the ground rules, it's time to begin the mission.

OBJECTIVE 2: DISABLE SECURITY LASERS



You begin the mission in the lobby to see a guard walking away from you. Forget about the stairs for the moment: Crouch and move closer to him slowly, then use a stealth attack to subdue him. Look behind the front check-in counter for a battery 1.

Activate the Nano Suit and quickly head across the first floor to find a guard patrolling an outdoor patio ②. Get behind him and perform a stealth attack, then deactivate your Nano Suit to save battery life. (This should take care of all the enemy patrols on this level as long as you aren't detected by cameras.) Look for a red panel on the wall ③, and press the action button to deactivate the lasers—this will earn you a Bond Moment.

While at the outdoor patio, look for a cabinet in a corner 4. Press the action button in front of it to slide the cabinet, revealing a hidden room with Sleeper Dart ammo 5. You'll earn a Bond Moment.











From the outdoor patio, you can deactivate two first floor cameras near the patio with **EMP grenades 6**. Make sure you have a good throwing angle, then press the action button to detonate the EMP once it's near the camera—you must detonate it manually or the EMP will bounce to the floor. A third camera can be disabled by throwing an **EMP grenade from behind a column 7** after the first two cameras are knocked out. With the first-floor cameras disabled, head to a dead-end hallway opposite the outdoor patio **to find a battery at the end 3**.





Now that the lasers are disabled, move on to the second floor. Stop at the foot of the stairs so you are just out of range of the camera on the second floor ③. Throw an EMP grenade at it (you'll earn a Bond Moment), then stay in place and activate your Nano Suit. A guard will rush in to investigate the explosion—when he turns his back, perform a stealth attack on him. From the foot of











Disable the laser security on the second floor.





Find the secret room by the outdoor patio by moving the brown cabinet that hides its entrance.

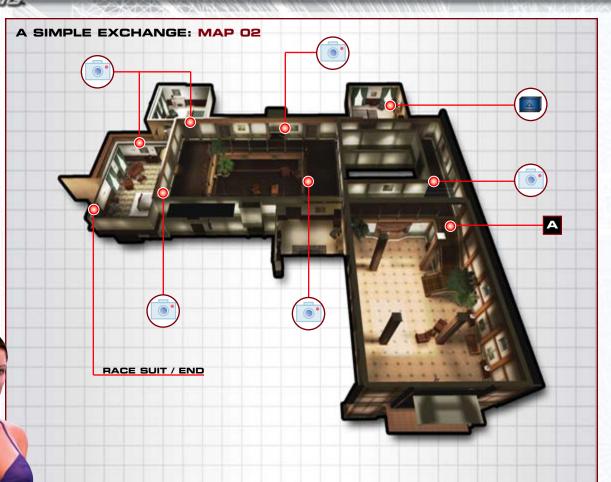








Disable at least four security cameras using the EMP grenades. Make sure to detonate the EMPs manually so that they explode right next to the camera!



the stairs, go straight.
When the hallway
turns left, look for
an unlocked door
on the right side. In
this bedroom is
another battery ①.

Leave the bedroom, then stop before entering the second-floor balcony to look for a camera on the



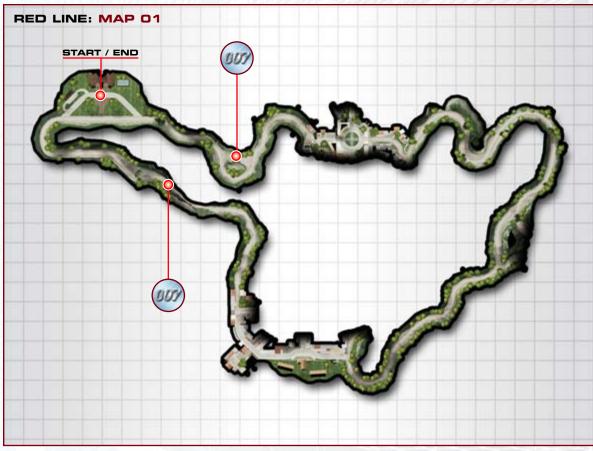


right wall ①. Use an EMP grenade to disable this camera, then activate your Nano Suit to head down the hall to the last door on the right—this leads to a bedroom with an outdoor walkway ②. A camera is monitoring this route, so keep the Nano Suit activated and walk across. Runto the door with the race suit hanging on it to complete the mission.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), complete the mission in 40 seconds. It sounds impossible, but it's actually easy once you get the route down. At no point should you stop moving—forget about cameras, stealth, or picking up items or Bond Moments. From the start, run right at the first guard and shoot him with the Sleeper Dart. Then immediately run to the outdoor patio, and shoot the guard there quickly with a Sleeper Dart before he can react. Without stopping, run to the switch on the wall to deactivate the laser barrier—you should have about 24 seconds left after the Bond Moment animation plays. Quickly engage Bond Sense to equip the Nano Suit, then run right back to the stairs, shooting anyone in your way with the Sleeper Dart (the Nano Suit will make it a little tougher for enemies to engage you). Take a direct route to the room with the outdoor walkway (the same path as in the walkthrough, but without the detour for the battery in the bedroom). If you're lucky, you'll make it to the bedroom without getting hit or being blocked by an enemy—and you'll make it to the suit with less than a second to spare!

RED LINE



START: MISSION BRIEFING

Not only do you have to be the world's greatest secret agent, but now you have to prove that you're a world-class race driver to boot. You must place first in this race mission, taking advantage of any shortcuts you can find.

OBJECTIVE 1: PLACE FIRST IN THE RACE

Upon starting the race, as you come around the first bend, watch out for explosive barrels placed on the right. If you don't hit them, one of the opponents will veer off and blow up (one less driver to worry about). Past this point is a small jump next to a tree on the right side of the road ①. Take the jump to be lined up correctly for another small jump on the left side of the road ②. Take both jumps to earn a Bond Moment.





You'll find more barrels on the left side of the road before you head into the upper village. Drive through the village and watch out for a sharp right turn with more Barrels

3. You must slow down a bit here to avoid an explosive collision with the barrels. You now enter some twisty corners. Look out for more barrels on your right side, then proceed to the big drop-off onto the lower road that will wind alongside the ridge to your left. When you reach the lower village, get ready for a sharp right turn 4. Follow the road around the fountain. You'll see more barrels up ahead to your left as you leave the village. After a left turn, you will reach a blind-turn shortcut.



COLO TARRETT

Score 350,000 points to unlock the Platinum objective.

TEERRO MUNITALE

Complete the race in less than 4:50.

STARTING

WEAPONE

RALLY CAR (No Weapons)

ACQURED

WEAPONE



NONE

507

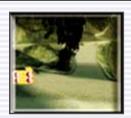
SCENE 1



After the first turn to start the race, look for and take two small jumps on the road.







Look for a hard-to-see shortcut as you return to the villa. You'll need to take a hard right turn to find it.





Look for a hay-bale arrow sitting at the entrance as a turn marker ⑤. Make a hard right into the shortcut to earn a Bond Moment. If you can master this turn, you can pass a couple of cars at this point. Race back to the villa to finish a lap. The total number of laps you'll need to complete will vary depending on difficulty level (two at Operative difficulty, three at Agent and oo Agent).

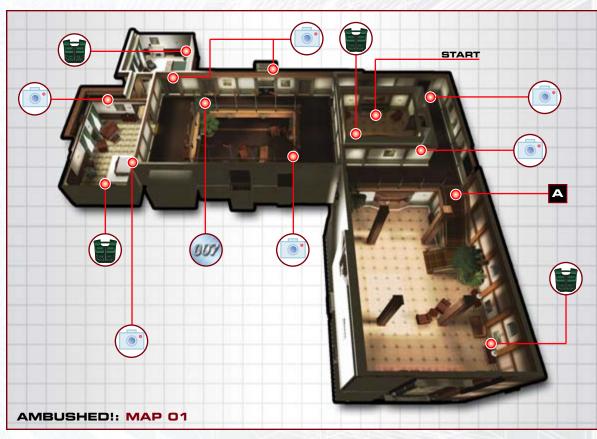


EXTRA OBJECTIVE: EARN PLATINUM 007

To earn a platinum (once the objective is unlocked), complete the race in less than 4:50. Naturally, this will put you in first place (with a huge lead) by the end of the race. Unfortunately, you won't have any gadgets at your disposal to aid you this time—only pure driving skill will get you through. Obviously, hit the brakes before tight turns, feather the acceleration on long curves so you don't lose control, and don't hit anything that'll slow you down. You must use all the Bond Moments on every lap, and avoid extensive jostling with other cars; you'll lose time if they slide in front of your car. You should have at least 3:10 to 3:15 left on the clock after the first lap, and 1:40 to 1:35 by the end of the second lap. If you haven't hit these marks, restart the mission.



AMBUSHED!



START: MISSION BRIEFING

Diavolo invites the winner of the car race (the Red Line mission) to have dinner with him at the hotel—and the winner just happens to be you. Unfortunately, your meeting with Diavolo doesn't go exactly as you hoped—thanks to his less-than-friendly reception, you'll have to find Serena (who's being held by Diavolo's henchmen) and escape the hotel.

OBJECTIVE 1: DESTROY THE FUSE BOX TO OPEN SHUTTER

You begin the mission being held by one guard as another shoots at you. Use a punch combination to flip the first guard, then rush the second guard to dispatch him before he can shoot. More guards will rush in; you can use hand-to-hand combat to eliminate them. Look for an armor vest next to the desk in the room ①. Use wall cover by the room entrance to see two cameras, one to the left ②(a) and one to the right ②(b) just outside the room entrance.









COLO TARRETT

Score 350,000 points to unlock the Platinum objective.

PLATINUM TARBET

Complete the level using no ammo.

STARTING

WEAPONE

THERMOVISION

NANO SUIT

EMP

STROBE

GRENADE

ACQUIRED

WEAPONE

AK-74

P99

SPAS 12

AT-420







Disable the shutter switch on the outdoor patio wall from the outdoor second-floor balcony by shooting it or throwing an item at it.



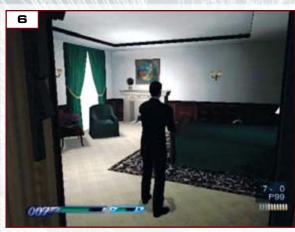


Use the P99 (dropped by one of the fallen enemies) to take out the cameras on either side of the wall. Disable cameras as you see them so that fewer guards rush at you. If you hear an alarm sound, that means you've been detected.

When the coast is clear, exit the room, turning left to avoid the hotel staircase. Go down that hallway back to the second-floor balcony area, disabling all four cameras along the balcony—you can use the throwable items atop the drawers 3 to knock out the cameras and save ammo in the process. You will even be able to disable a camera on the first floor from the second floor 4. Use Bond Sense to make sure you have all the cameras knocked out (they will no longer appear as shootable targets). Also make note of an armor vest in each alcove on the second level 5 (a) and 3 (b).











Your goal is to reach the last door on the right at the end of this hallway (a), which leads to the room and outdoor walkway (the area where you found the racecar outfit in A Simple Exchange). More guards will emerge from this room—dispatch them and go inside. In each of the two bedrooms connected by the outdoor walkway, you'll find two more armor vests (a) and (b), each one by a bed. Stand in the bedroom as far back as possible to knock out the camera near the walkway (3), then dispatch the henchman below on the outdoor patio with a weapon (3). Finally, use Bond Sense to find the security shutter switch on the wall below (b), then shoot it to deactivate it—this will earn you a Bond Moment if the alarm has not been raised.



AMBUSHED!









Throw an enemy from the second-floor balcony. You will need to lure an enemy toward the balcony railing to pull this off.







OBJECTIVE 2: FIND SERENA

Unfortunately, destroying that switch will earn you a lot of attention by bringing out a gang of thugs onto the second floor—including **a rocket-launching soldier ①**. Make him a high-priority target, rolling forward to dodge his missiles. Dispose of as many foes as possible by using hand-to-hand combat to save ammo. If you can manage to toss a guard over the rail, you will earn a Bond Moment. (Note: This may be possible only at oo Agent difficulty because there may not be enough guards to toss over at other difficulty settings.)



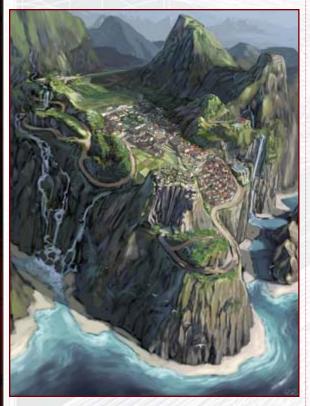


DID YOU KNOW?

Leave Bond idle for a couple of moments to see some extra idle animations, such as him checking his shoes.



Run down to the first-floor lobby and make way for an ambush as more guards appear. Your best bet is to hide behind a pillar near the lobby entrance ②. If you want to use the AT-420, target the guard in the middle of lobby so the ensuing explosion takes out multiple foes. Atop one of the drawers in the entrance lobby is an armor vest ③.









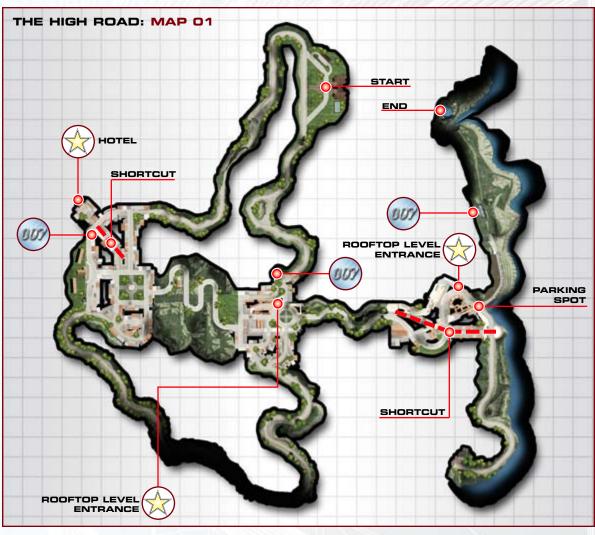
Once all the foes are dispatched, run past the check-in counter, but don't rush into the large room yet. **Use wall cover and look for a camera to the left** (2), as well as enemies that will drop from the second floor. Remain hidden until the enemies run just past your position, then dispatch them with hand-to-hand combat. Disable the remaining cameras on this floor by shooting or throwing objects at them once the coast is clear—use Bond Sense to make sure they're all disabled.

Run to the outdoor patio area, and look for the cabinet that **hides the entrance to a secret room** (5). Slide the cabinet aside using the action button, then enter to complete the level.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), complete the mission without using any ammo. It's actually easier than it sounds, because it's best to dispatch foes using hand-to-hand combat in this mission for points purposes (to earn a gold oo7)—so you should be wellprepared for the task to begin with. Although you should try to avoid camera detection whenever possible (you can throw objects to disable them), you'll mostly need to roll and run—dispatching guards along the way. The key is to pick up an item in the hallway, such as a bottle, to throw at the security shutter switch. On the way to the first floor, try to dispatch any carrying shotguns and rockets first, because those will do the most damage to you. Your goal, after the switch is disabled, should be to run downstairs (picking up armor vests as needed along the way) to reach the entrance to the secret room before you run out of health. Avoid getting caught in a crossfire or being surrounded—and keep rolling to prevent enemies from targeting you effectively. Finally, don't forget to use a strobe grenade if you're in a jam—it does not use up ammo!

THE HIGH ROAD





Your escape from the hotel will be hampered by tanks and jeeps surrounding your Porsche Cayenne. Fortunately, you have a second option—your race car. You and Serena will have to "race" to the hotel with enemy forces in hot pursuit.

OBJECTIVE 1: DELIVER SERENA TO THE HOTEL AND ACQUIRE THE Q-BIKE

The race car has no weaponry, but it can do damage. When the mission begins, use the car to ram into enemy motorcyclists as you take the road into





COLO TARGET

Score 300,000 points to unlock the Platinum objective.

TEBERAT MUNITAJE

After reaching the demolished mine entrance, get to the mine in less than 1:20

STARTING

WEAFONE



RALLY CAR (No Weapons)

ACGURED

WENTONE



FLAMETHROWER



SHOTGUN





Take the jump at the fireworks shop to bypass the first roadblock.





Upon getting the Q-Bike, jump the ramp on the right at the hotel to reach the roof and bypass the roadblock.



the city 1. When you reach the fireworks shop, you'll see a tank roadblock—take the stairway ramp to the right of the roadblock to bypass them 2 and earn a Bond Moment. Continue ahead to the long, winding uphill road 3, which you'll need to take to get to the hotel. Run over or sideswipe all enemy motorcycles you encounter while on this road. At the top will be another roadblock—this time run over the yellow barrier between the enemy vehicles to get past 4. A diagonal shortcut to the hotel can be found by driving through an alley way sandwiched between a white building to the left and a blue building to the right 6 - look at the GPS map to see where the shortcut entrance is. Look for a parking spot to drive through at the end of that alleyway next to the hotel to complete this objective.







OBJECTIVE 2: ARRIVE AT THE MINE ENTRANCE

Armed with the upgraded Triumph Daytona 600 (also known as the Q-Bike), you'll be confronted with a roadblock. Immediately head right to take a stairway ramp 6 that will earn you a Bond Moment if you can reach the roof on the other side. Return down the long, winding road, dispatching motorcycles with your flamethrower 7. Cross through the grassy area with the fountain to reach a second winding road 8. (Note: At oo Agent difficulty, there will be a tougher roadblock—you'll need to use missiles to dispatch a jeep and get through.)





After navigating that road, look left for a shortcut through an alley • that will take you all the way to the coastal road (it's the same shortcut as the Bond Moment in the Serena St. Germaine mission). When you reach the coastal road, turn left and look for a glowing parking spot • in front of the mine entrance.







OBJECTIVE 3: FIND SECRET ACCESS TO THE MIND ROUTE

Unfortunately, the mine entrance has been blocked off, so you'll need to find another way in. From your parking spot, drive ahead and look right for a hidden archway opening —this leads to a back alley of sorts, filled with ramps. The key is to make sure you have enough speed going through a narrow winding portion with stone walls on both sides ② to make a jump at the end—otherwise, you'll fall back down to street level. DON'T WORRY: If you fall, there's another ground-level opening in the square that will get you back up ③.

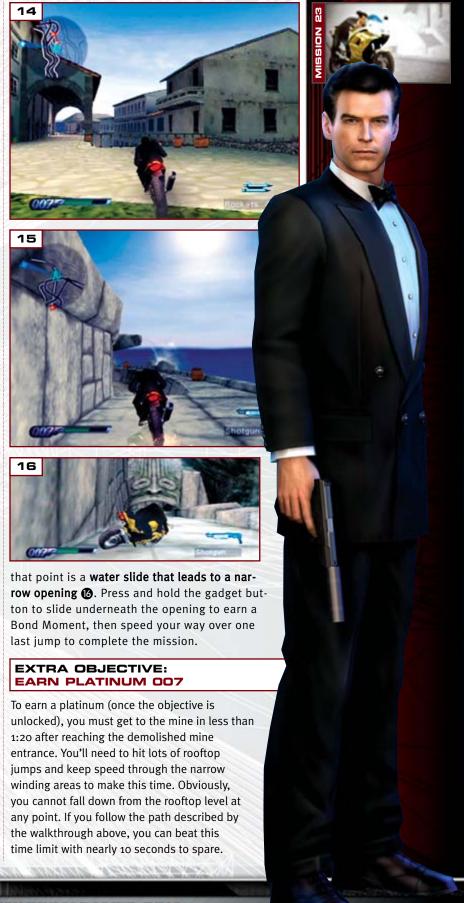






Follow the path (despite all the distractions, it's pretty linear) and hit the ramps with speed—but don't run into anything head-on, or you'll take lots of damage. You will reach a second winding portion that will lead to another set of rooftops—but this time you have two paths, left and right ②. Either one is OK, but make sure you have enough speed through this area or else you'll miss the final roof jump and will have to backtrack from the starting access point. Use the shotgun to dispatch any enemies firing from the roof.

You'll eventually make it to the **top of the mine- entrance perimeter wall (3)**, which is really two
routes in one. You might be tempted to take the
right path (the raised wall). This leads to a treacherous drive alongside a cliff—but the safer route is the
lower-left path that leads to a broken bridge. Past





COLO TARREST

Score 375,000 points to unlock the Platinum objective.

PLANTINUM TRABER

Complete the mission in 3:10 or less.

STARTING

EMP

ACQUIRED WEARONS

OGAPCIO

RAPPEL

SLEEPER DART

P95

DESERT EAGLE

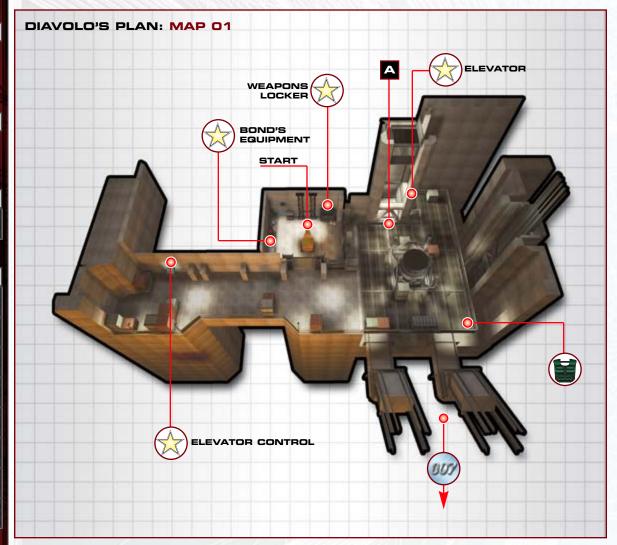
MP5K

DRAGUNOV

AT-420

₩ AK-74

DIAVOLO'S PLAN



START: MISSION BRIEFING

While infiltrating Diavolo's platinum mine, you are captured by the seductive Dr. Nadanova. As a result, you now face imminent death at the end of a mining drill—you must find a way to escape before Diavolo can execute his ultimate plan.

OBJECTIVE 1: ESCAPE

Bond starts the mission on the wrong end of a drill bit. Immediately enter Bond Sense to equip your EMP grenade and trigger it to escape 1.

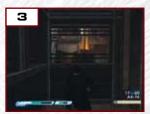


OBJECTIVE 2: RETRIEVE YOUR RAPPEL



Look for your gear on a nearby table—take your rappel to satisfy the objective requirement. Next, wait for a guard to open the door to the locked room that holds you. Use your hand-to-hand skills to dispatch him, then quickly take his weapon and his key to the gun cabinet. Wait for the rest of the guards to rush into the room, and dispatch them. For the locked gun cabinet, you can use your key or use Bond Sense to target the propane tanks next to it ②. Take the weapons inside the cabinet—the cache will include a sniper rifle.

OBJECTIVE 3: DESTROY BOTH EXHAUST GEAR SYSTEM





Stay in the drill room, crouching behind an open window ③. Equip the sniper rifle, then quickly stand up to eliminate the guards patrolling the catwalks across the chasm—target the fuel barrels next to them to earn a Bond Moment ④.

With that threat eliminated, leave the room and take a right out of the drill room. When you reach a control panel, press the action button to activate an elevator on the other side of the drill room §.

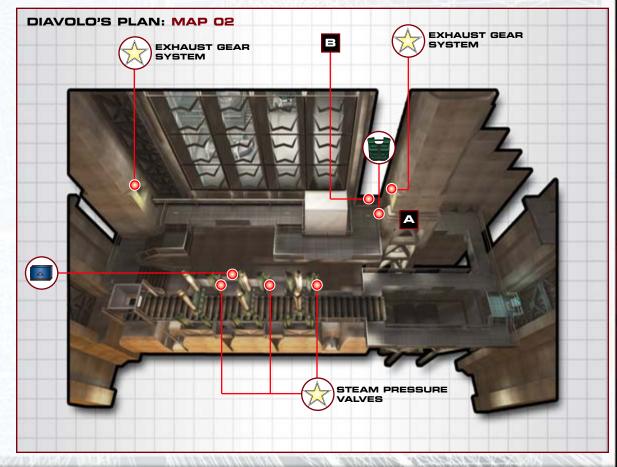








Shoot the propane tanks near a guard across the chasm.



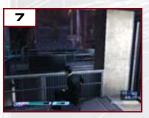


This will trigger the appearance of more enemies, so take cover immediately behind the closest metal boxes and dispatch all that appear—roll from box to box to advance to the elevator. Before reaching the elevator, look for an armor vest at a corner point atop the metal grating 6.

Once in the elevator, look for a switch on the back wall to go up. More guards will be waiting for you—and reinforcements will appear across the gorge. Crouch behind the covered metal walkway areas (not the areas with gaps) for protection 7, and use a long-range weapon such as the sniper rifle or AK-74 to take care of the guards across the chasm—there'll be another fuel barrel to target across the chasm 8.



On this level will be a rather intimidating conveyor belt—deactivate its hammer presses by using Bond Sense to shoot the steam pressure valves on the upper right 9. Look for a battery in a niche along the conveyor belt **(1)**. This should stop the presses (Note: You can actually walk into the belt and shoot them to save a little time.) Past the conveyor belt, head up some stairs, and take cover behind a covered metal walkway area 11 to take care of some rappelling guards looking to greet you rudely. On the walkway the guards landed on, look up and left to find the first exhaust gear system 2. On the floor nearby will be a wrench: Pick it up and throw it at the gears. You'll find the second exhaust gear system on the other side of the walkway, to the right of another wrench and armor vest (3). Throw the wrench into the gears again, then look up to find a rappel point.



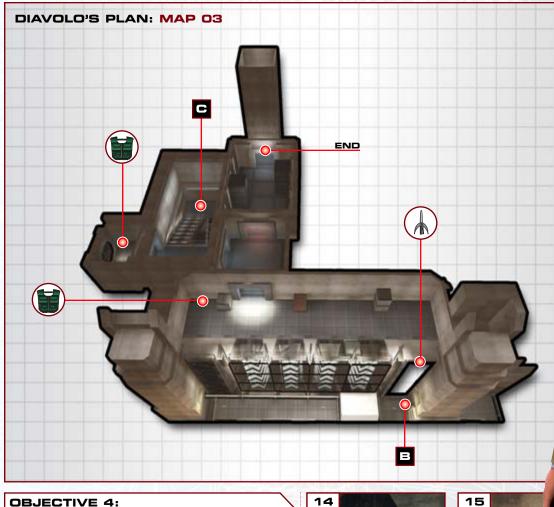












OBJECTIVE 4: ACTIVATE THE OVERRIDE SWITCH IN THE CONTROL CENTER

Disabling the gear systems will activate a timer count-down of 3:30. Immediately use your rappel to reach the top and face additional rappelling guards—your best spot for cover is a metal box along the outside railing ②. Look for another armor vest in a corner ③, near an open doorway. You'll immediately see a door blocked with lasers—remember this door, because you'll be backtracking to it later to complete the mission.

To the right is a doorway that leads to stairs and a room with a sniper rifle and armor vest —but watch out for the door behind a corner in that room. Eliminate all enemies as you head down the stairs. Make note of another armor vest underneath the stairs—save it for later if you can.











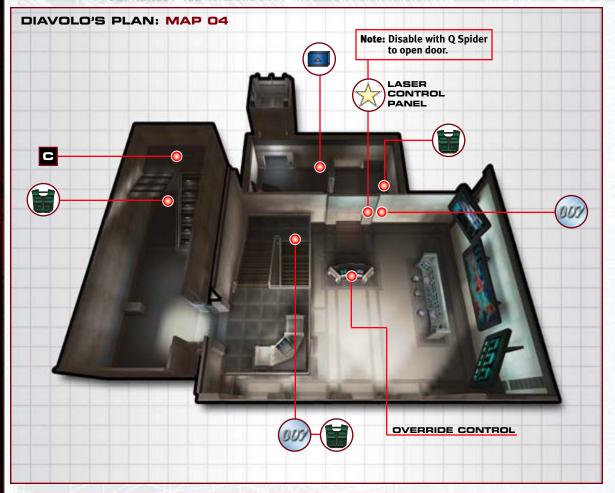


Use the Q Spider to retrieve an armor vest under the stairs in the control room (it's near the console with the override switch).





Use the Q Spider to destroy the exposed security laser panel to enter the room containing AT-420 rocket launchers. The room is immediately across from the console with the override switch, and the actual panel is just to the right inside the entryway to that room.







The next doorway to the control room will be guarded on the other side by many enemies—rush in and eliminate all the threats as quickly as possible—the clock will be ticking. If you need an armor pickup badly, look underneath the staircase in this room—there'll be an armor vest that you can grab with the Q Spider to earn a Bond Moment \mathfrak{P} .

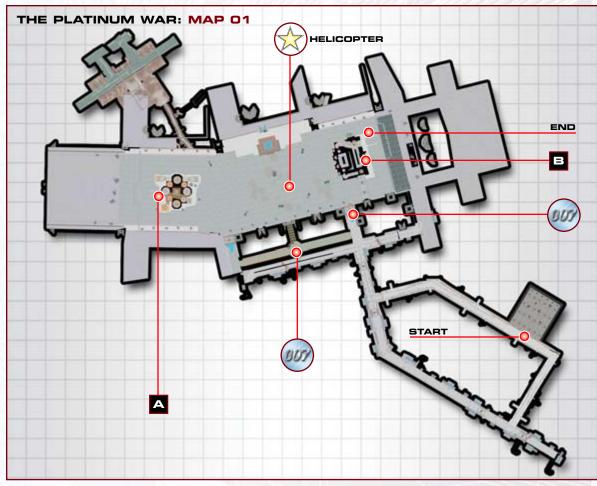
Look in the middle of the room to find a console that houses the override control. Press the action button to override it. Crouch behind the console and quickly deploy a Q Spider to enter the room guarded by lasers. Turn immediately right to find the **exposed laser control panel, and panel and detonate the Q Spider immediately to deactivate the lasers (3).** This will earn you a Bond Moment. Don't wait too long to complete your task, or a guard may shoot the Q Spider.

Run into the room, eliminating any remaining guards. Pick up an armor vest, a battery, and AT-420 rocket launchers in the room, and quickly return up both sets of stairs. The door once guarded with lasers will be open. Clear out all the threats inside, then run into the elevator and call it immediately (there'll be a short time delay until the elevator appears) to complete the mission before time expires.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), complete this mission in 3:10 or less. There's no real secret other than speed, picking up armor vests along the way, and using cover only when necessary—the "shoot and charge" technique will work as long as you're not under heavy fire. To save a little time, enter the conveyor belt and shoot the vents along the way. Ignore all the Bond Moments to save time—however, the weapons cache in the drill room at the start is worth grabbing; it'll give you enough firepower to target any enemies across the chasm (use the AK-74 for that task).

THE PLATINUM WAR



START: MISSION BRIEFING

Diavolo's army of platinum tanks has invaded Moscow and is advancing toward Red Square. The Russians are unable to stop him because his nanotechnology weapons are eating up their armored vehicles. You've got to find a way to stop him before he is able to release toxic gas into the Kremlin!

OBJECTIVE 1: NEUTRALIZE THE BOMB UNDER THE KREMLIN

Drive forward until you come to a wall blocking the street. Use the tank cannon to bring down the wall. Drive through the wall and turn right. Before you pass through the arch in front of you, select the Nano Shells weapon. A target will come up on the arch ahead; a tank sits underneath 1. Once you're locked



on to the arch above the tank (not the tank itself), fire a Nano Shell at the arch so it collapses on the tank for a Bond Moment.





After destroying the wall, look for a tank lying underneath an arch. Shoot a Nano Shell at the arch so it collapses and crushes the tank.







Immediately after the first Bond Moment, turn left to find a propane tanker on the street. Destroy the tanker to blow open an entrance into the building.



At the intersection, turn left and drive toward a propane truck. Shoot the truck with the tank cannon or plasma gun ② to set off an explosion that will blow a hole in the side of the building for a Bond Moment. Enter through that hole and drive straight through into Red Square. Once you enter the square, look to the left and right for two tanks. Use the yellow walls on the side of the store exit as partial cover, then take out both tanks with the tank cannon.



When turning tightly, it's best to let off the accelerator, or the tank controls may get frustrating. Use the acceleration button only for moving forward quickly and making wider turns. The best way to fire effectively is to stop behind or near wall cover whenever possible, then turn the turret quickly to hit the target while stationary—don't drive toward a tank (at oo Agent level, you'll lose health fast). Aim just below the turret: You'll know you're hitting a tank if sparks fly from your shot. Press down on the tank-control stick to reset the cannon so it's pointing forward: This will help you maneuver much more easily.

With both tanks dispatched, turn left toward a cathedral
3. Destroy the two tanks guarding the underground door entrance, then drive to the back of the building to find a door that leads underground. When the bomb is set, you'll have two minutes to get underground and disarm it. Drive down the tunnel until it breaks into two paths 4. Take the left path, which leads down to an







open area. The bomb lies on an open walkway; **shoot the bomb with the Nano Shells (3)** to neutralize it. (Note: On Agent oo difficulty, a tank will be guarding this room. Stop at the room entrance and target it quickly with your turret.)

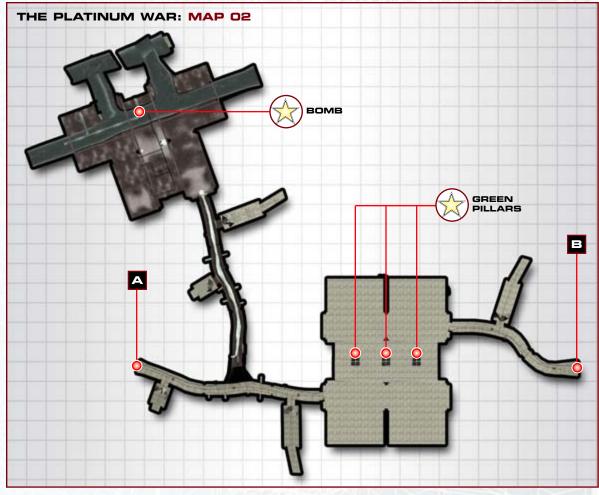
OBJECTIVE 2: PREVENT TANKS FROM PENETRATING THE KREMLIN WALL

From this point, you'll have two minutes to get back to the surface and stop the tanks. Backtrack to the T-intersection and turn left into a tunnel you haven't been through yet ⑤. Down this tunnel is an open room with three large green metal pillars and a tank. (Note: On oo Agent difficulty, two tanks guard this room—drive to a spot where the stationary tank on the right can't get a clear shot at you, such as behind a stone pillar next to the three large green pillars ⑦, then target the tank entering the room first. Once that tank is taken care of, you can merely rotate to shoot Nano Shells at the pillars, then drive far around the pillars to the left of where the green columns were to avoid the other tank altogether.) Dispatch the tanks, then shoot Nano Shells at the three large green pillars ③.





Once that's completed, look for an exit tunnel that leads back to the surface. Destroy the tank guarding that entrance on the right, then turn left to head back into Red Square. As you turn the corner, one last tank might be waiting for you. Disable it immediately, then drive





DID YOU KNOW?

At the start of the mission, you can turn around to explore the tank warehouse area and another alleyway that ultimately leads to a deadly end. You'll surely fail the mission, but you'll wind up discovering an area that you might have otherwise overlooked.



into the square to trigger a cinema scene. Look for a helicopter above that's carrying a statue of Diavolo (as well as tanks shooting at the wall—but ignore them). Don't drive forward into Red Square. Stay on the hill to get a good angle for shooting the helicopter with a Nano Shell ③. This will complete the mission.



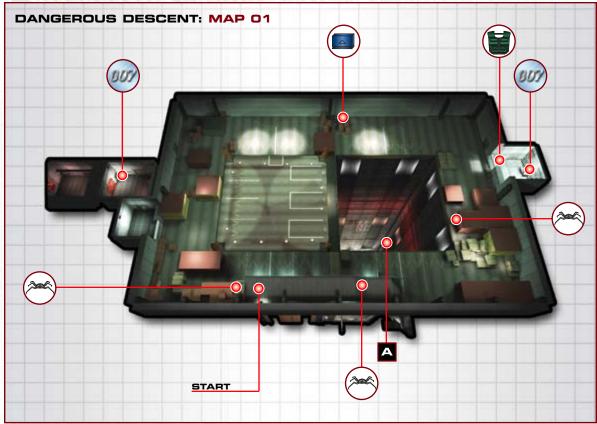


EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must neutralize the bomb in less than 2:15. This is actually plenty of time—the trick is to reach that point with enough health to finish the level. The walk-through shows the optimal path; however, the only two tanks at which you should shoot to destroy are the ones directly in your path—the one blocking the entrance to the underground tunnel and the other in the room with the bomb. Quickly ignore the rest and keep moving so they can't get a good shot at you. By bypassing enemies, you should clinch the objective with time to spare—and hopefully with enough health to finish the level.



DANGEROUS DESCENT



START: MISSION BRIEFING

Your search for Diavolo continues in a secret underground military base. Get ready for your toughest stretch of the game, as the enemies in this and future missions will be well armed and tougher to dispatch.

OBJECTIVE 1: REACTIVATE THE LIFT

When the mission first begins, you may be tempted to go town the open shaft—but don't. Instead, put your Q Spiders to good use. Crouch and send a spider underneath the railing nearby to navigate over some metal boxes. A thin pillar and slanted board will lead to an open window ①. Once inside, look for an ajar door and watch the guard in the room open a vault ②. Once he opens the door, eliminate the guard for a Bond Moment. Also destroy any nearby crates with a picture of the AT-420 on it to get this rocket launcher weapon and ammo ③.







DANGEROUS DESCENT



TIP

This first Bond Moment is required to obtain a Bond Moment in the final mission, "Everything or Nothing." Be sure to achieve it or you'll miss out at the end of the game!

Walk down the stairs to the edge of the open shaft. Use Bond Sense to target a wooden crate in front of the large red storage container near the edge of the shaft ②. This will clear the way for your Q Spider. First retrieve a battery hidden behind boxes near the fence ⑤, then head back









to find a hole. Inside the room is an armor vest in one corner and the security laser computer **6**. Detonate the Q Spider in front of it to stop the beams from moving.

The lasers will still be dangerous to touch, however — so be careful when you finally decide to rappel down the shaft. In addition, rocket turrets will come out of the wall ? You can rappel straight down and bypass them without stopping, or you can use the AT-420 to dispatch them. Keep moving so you don't get hit by the turrets. (With the lasers disabled, you can head down the far right side, momentarily slow rappelling so you land short of the laser at foot level 3, then go over it and keep moving down quickly as normal—you should avoid all damage with this pattern). Once you reach the platform at the bottom of the shaft, wait for it to stop moving.



To avoid early detection by enemies, it helps to crouch while navigating through this area. Never forgot how important the stealth factor is when filling the shoes of James Bond!









At the start of the mission, take a Q Spider down a path atop metal boxes to reach a small window that leads into a room. Wait for the guard to open a large red vault door, then subdue him by detonating the Q Spider.









Before rappelling down, disable the security lasers with a Q Spider bomb. To disable them, find a red flashing computer in a room accessible only by a small hole.

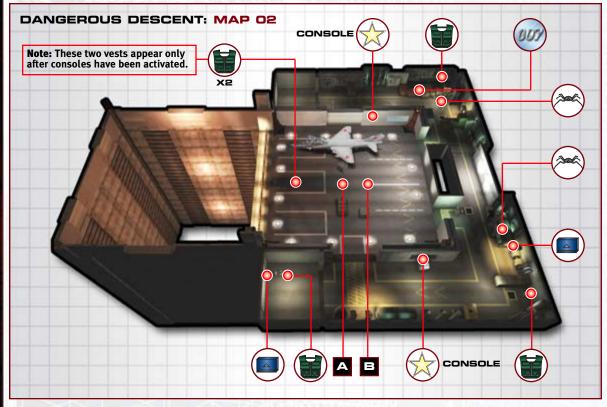




After rappelling down to the lower level, use the Q Spider to find a long narrow passageway that leads to the backs of three enemy guards hiding behind crates.

Surprise the guards with a Q Spider detonation.









Once the platform stops, three doors will open up. Go into the door closest to the two weapon crates ② and head towards a console just below the window ①. Crouch behind the console and send out a Q Spider to find a hole underneath a large metal tank nearby ①. There's a hole that leads to a small passageway: When you reach a Tintersection in that area, head left to find a battery ②, then head the other direction down a much longer passageway ③. Stop before you reach a vent fan: Switch to Bond and turn the corner to target the floor vent ④. Switch back to the Q Spider and down the passageway, which leads to an armor vest ⑤. Emerge from the hole to see three enemy soldiers waiting for you ⑥. Surprise them with a detonation to earn a Bond Moment.











WARNING

While operating the Q Spider, make sure Bond is behind cover and that no enemies are coming up to attack. The last thing you need is someone sneaking up on you while your attention is elsewhere!

DANGEROUS DESCENT









With the Bond Moment completed, activate the console: This will trigger the appearance of enemies. Take cover behind the closest wall to dispatch any remaining enemies. As you head towards the next console located underneath the other window, look for an armor vest in a corner . Head to the location where the Q Spider dispatched the enemy guards behind the crates and pick up their ammo. Immediately crouch behind cover as a door will open at the end of the hallway, revealing more enemies . Dispatch them, and when the coast is clear, activate the switch on the second console nearby .

After all of these guards have been dealt with, activate the second console. At this point, two of the three doors leading to the platform will close. The only door that remains open is the middle door. Make your way down the hall to this open door, using corner cover along the way—tread carefully and quietly, because several rocket-launching soldiers will be lurking around the corners ahead ②. Once the open doorway is reached, go past it to the first console—in the garage where a rocket-launching soldier hides out will be a battery and armor vest ③. Stock up on any leftover ammo on the ground, then exit the area to the middle of the platform.

After a short cinema, you will find yourself under attack. Take out the four brake controls located at each corner of the shaft to escape — use Bond Sense if you don't know where they are exactly. Take cover behind the metal boxes to get the brake controls on the left, and behind or beside the tail section of the damaged plane





to fire at the controls on the right. You can opt to dispatch any rocket-firing enemies if necessary in case you're worried about taking damage. If you do get hit, make note of two armor yests in the middle of this area.

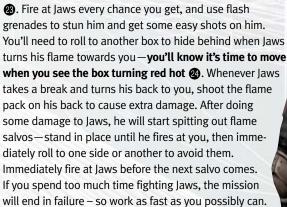
PART 2: MISSION BRIEFING

You've disabled the breaking mechanisms holding the floor elevator up, and it is now descending at a rapid pace. To make matters worse, Jaws has dropped in with his brand new flamethrower. You must act fast to defeat Jaws and avoid a crushing end.

OBJECTIVE 1: DISABLE JAWS' FLAMETHROWER



When this battle begins, pick up any weapons needed on the floor and find cover behind the nearest metal box

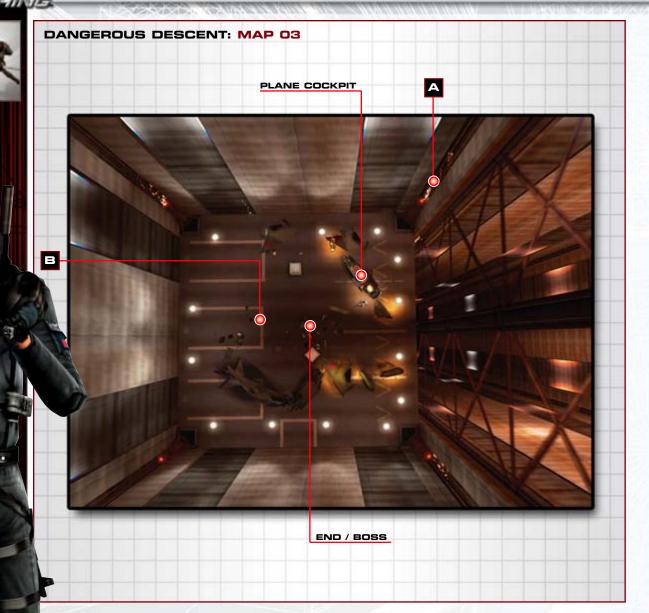












OBJECTIVE 2: ENTER THE PLANE'S COCKPIT

Once you defeat Jaws and set him aflame, run to the plane cockpit to complete the mission.

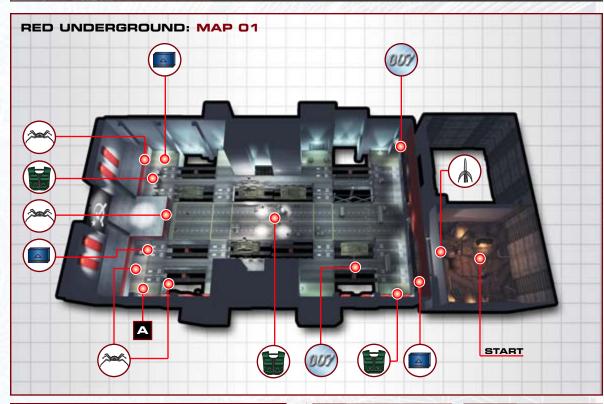
EXTRA OBJECTIVE: EARN PLATINUM 007

To earn a platinum (once the objective is unlocked), complete the mission taking 100 damage or less. The first big challenge is to make it to the bottom area without taking any damage from the lasers or rockets—the walkthrough describes a technique that may work for you. Dispatching the soldiers guarding the lower level isn't too difficult. First, run inside for cover immediately upon reaching the bottom so enemies can't fire at you from the

open doors. Second, find a safe spot to camp out and use the Q Spider sleeper dart and/or explosive function to scout ahead and dispatch enemies (including performing the third Bond Moment)—this will shield you from enemy fire. At all other times, take cover and make the rocket-launching enemies your top priority—you can use the AT-420 to take out these foes (and possibly anyone nearby) quickly.

The next "make or break" point is when you face the rocket-launching enemies to disable the brake controls. For safety reasons, it may be best to take immediate cover and take out several or all of enemies first before attempting to shoot the brake controls—it may be a waste of ammo, but it's worthwhile insurance from getting hit by a rocket.

RED UNDERGROUND



START: MISSION BRIEFING

Having escaped your most recent encounter with Jaws, you've fallen to the bottom of what appears to be a topsecret underground military fortress and command center. Unfortunately for you, the area is crawling with Diavolo's henchmen—some of which have Nano Suit cloaking technology (a new challenge you'll have to overcome)—so you'll need stealth in abundance and all the gadgets at your disposal to survive.

OBJECTIVE 1: EXIT SHAFT

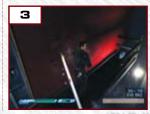
This mission is unique because you can approach it from so many angles: You can go full firepower, rushing into battle; you can employ stealth and disable guards with your Q Spider sleeper darts; snipe targets with the Dragunov rifle; you can use the Network Tap to control a Nanotank—or do a combination.

You begin the mission in an elevator shaft, surrounded by flaming rubble and debris. Run forward and rappel up to the ledge above you 1. As the bay doors open





take wall cover to the left and note the guard at the catwalk across the way 2: You can dispatch him right off the bat for your first Bond Moment. Run left at the catwalk to find a battery 3, then run back to the bay area behind wall cover. Shoot the Network Tap at the Nano Tank below to earn another Bond Moment 4, and immediately target fuel barrels to take out the soldiers in the middle of the room—take out any remaining threats before disengaging the Network Tap.











0075

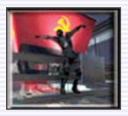






Retrieve the Dragunov on the top catwalk at the start of the mission: Use a platform switch to get across the catwalk.





Dispatch the guard on the catwalk, who you can see immediately across the way as the bay doors open when the mission begins.





At the lower level, look for a guard underneath a tank suspended by a hydraulic lift. Use Bond Sense to target its hydraulic control, and shoot it so the tank falls on the guard.

TIE

If you're looking to preserve stealth and/or limit ammo, you can watch the patrols below. As long as the guards are turned away, they won't be able to see you on the catwalk—don't wait too long though, or else they will spot you eventually. You might want to use this method if you prefer using the Dragunov to dispatch enemies.

Head back out right to find a small platform on the catwalk. Activate the control on that platform with the action button to reach another catwalk—at the end is a Dragunov sniper rifle to earn a Bond Moment ⑤.

With the rifle, you can retreat to the bay doors and use snipe rifle scope to search for any remaining threats, or you can jump down to the main floor. Rappel down near an opening where you found the rifle, Crouch and head left to find an armor vest atop a box 6.

You need to progress down the hall, dispatching enemies along the way: The high-priority targets are the rocket-launching enemies in the middle of the room—one in plain view in the center and another one in a room accessible only with a Q Spider. You have many options open, but you might want to send a Q Spider sleeper dart to scout ahead and clear the area of these soldiers as well as any that appear along the sides of the room as doors open.







Using the Network Tap to control the tanks is another option. As soldiers appear as you move forward, retreat to safe cover and use whatever tactics you're most comfortable with—however, watch out for soldiers with Nano Suits 3, as they blend in with their environment and may be able to surprise you if you're not vigilant. Whichever tactics you use, look for an armor vest in the middle of the room atop a box 3.





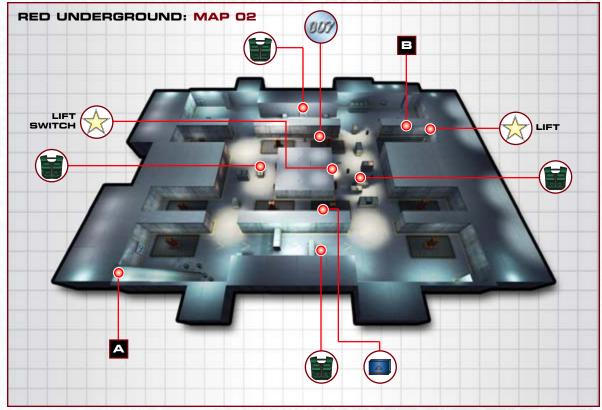
TIE

If you suspect enemies with Nano Suits are nearby but are unable to target them, use Thermovision temporarily to track their movements and target them.

When you reach the other end of the room, look for an armor vest and battery atop boxes to the right near a Nanotank (1). From here, send out a Q Spider and look for a sniper on the left side of this area. He'll appear behind a location only accessible by a Q Spider—use a sleeper dart or detonate to get rid of the sniper. Near where the sniper had been will be another battery on a box (1).









With the batteries recharged, now would be a great time to head downstairs with the Q Spider's sleeper dart function on. Look for a ramp downstairs blocked by barrels: Go around them with the Q Spider and navigate the lower level ②. Dispatch enemies along the way and scout ahead.

WARNING

Do not explode the fuel barrels blocking the ramp! Destroying them will allow enemies to run up to the upper level and attack you. Although, let's face it, does that really bother you?



Instead of using the ramp, look left for a hydraulic lift to walk onto. Fall to the lower level so you're behind cover (3). Dispatch any remaining enemies along this lower level, using cover at all times and targeting fuel barrels for maximum ammo efficiency. Look for an armor vest atop a box (4), and a battery underneath a hydraulic lift (5). Upon reaching the other side of this room, you'll find a second armor vest atop a box near the lift controls (6), a third behind a wall of large metal boxes (7), and a fourth atop a box flush with a wall (8) for good measure.

14









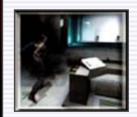
While in the upper catwalk level's control room, look for a guard standing underneath a platinum spray. Activate the switch in the control room to spray him.





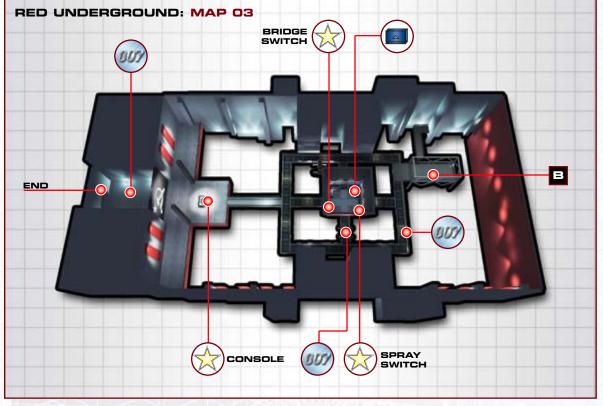
Once you have enough battery power, use the Network Tap on a Nanotank, then shoot an enemy with it.





Upon opening the final doors near the end of the mission, use a strobe grenade to stun the rocket-launching enemies behind the door.









Speaking of the lift control, that's how you'll need to get to the upper level. Look for the switch by a door —if you want to send a Q Spider up, you can place one on the lift and use this switch to bring him upstairs. Otherwise, get on the lift and look for a switch to go up yourself ...





You'll encounter some fire as you head up to the catwalk level, but don't panic. Instead, run into the control room and look for a green switch to the left — this triggers a platinum spray to dispatch a hapless guard. Look for a battery on the ground in the control room 2, then take out the remaining guards on the catwalks.





RED UNDERGROUND

escape!



In the control room is a switch that lowers a bridge that leads to a console that leads to a console. Crouch behind the console and press the action button on the switch to open a door, then use a strobe grenade to stun the rocket-launching enemies behind the door for a Bond Moment to behind these guards with hand-to-hand combat, and run to the door behind them to complete the mission.





EXTRA OBJECTIVE: EARN PLATINUM 007

To earn a platinum (once the objective is unlocked), complete the mission firing 10 rounds or less. This will be an immense challenge, given the quantity (and quality) of enemies you'll be facing.

First off, you'll need to achieve gold, which will require using as much stealth as possible to dispatch the patrols. If you can reach ground level while avoiding detection, you'll be able to score big points for any stealth attacks you can pull off. Using the Q Spider sleeper dart as well as the sleeper dart weapon in lieu of weapons will help boost your score as well. Using hand-to-hand combat, aiming accurately with the sniper rifle, and targeting fuel barrels to dispatch multiple foes will boost ammo accuracy and efficiency. Finally, if you can beat the 6:00 target time for scoring and complete at least five Bond Moments, you'll get a 100,000 point boost to your score (which is doubled at 00 Agent difficulty).

The goal will be to cause maximum damage with minimal ammo. Some ways to do that include aiming at fuel barrels with a one-shot weapon such as a shotgun, using the rocket launcher (or a network-tapped tank) to target a crowd of enemies (such as those in a group appearing in a doorway), and/or using the Q Spider to dispatch multiple foes before getting destroyed.

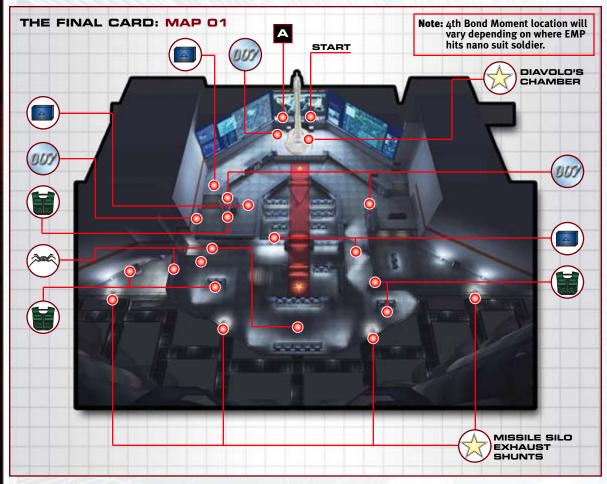
It is vital that you do not destroy the fuel barrels blocking the ramp between the main floor and lower level—that way, enemies can't easily follow you downward and gang up on you.

Also look for items to throw such as hammers on all three levels (these throwable items will be atop consoles and red tool drawers throughout the area). When you reach the control room, complete the platinum spray Bond Moment, then resort to hand-to-hand combat and make a dash for the exit. Also complete the final Bond Moment by using a strobe grenade to get to the exit safely—strobe grenades do not count toward your ammo tally, so use them when in a crowd to

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THE FINAL CARD



START: MISSION BRIEFING

You've reached Diavolo and Katya, who are ready to launch nuclear missiles tipped with nanotech robot warheads to unleash on the world. You'll have to stop Diavolo from launching the missiles, then make sure you take care of him once and for all. This mission is all about finding "safe zones" to protect yourself from enemy fire while completing mission objective.

OBJECTIVE 1: DEFEAT DIAVOLO

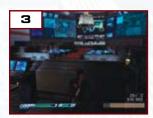
Immediately dispatch the guards that rush you using hand-to-hand combat as the mission begins, then immediately **run left behind the nearest cover point** • to take out guards. After you eliminate five or six guards, turrets will drop down from the ceiling.





OBJECTIVE 2: NETWORK TAP A TURRET

You'll need to use the network tap to take control of the turrets. Quickly run down the metal stairs and turn left at the T intersection, picking up a battery along the way on the floor 2. The best "safe zone" cover point once all nearby enemies are dispatched is behind a low metal wall with stars on it 3. Crouch behind the wall (there's a wall on the left and right sides of the room, depending on which turret you prefer to use). Use Bond Sense to target the turret with the network tap. Once in control of the turret, disable the other the other turret for a Bond Moment . Then immediately look for two sets of three guards rushing out of doorways - one from where you began the mission 6, another to the left of the turrets 6. Dispatch all those enemies with the turret to earn another Bond Moment, then clear out any remaining enemies on the floor. Once all the threats have been eliminated, shoot at Diavolo's raised chamber 1 to bid him farewell.











OBJECTIVE 3: DISABLE THE MISSILE SILO EXHAUST SHUNTS

From behind your safe cover point, you'll see a series of four exhaust shunts ringing the outer edge of the room. Run to the two closest shunts in your area, pressing the action button to disable each one ③. Nearby, you can find two more "safe cover" points behind L-shaped consoles near each shunt—an armor vest will be behind each console ④. Crouch and dispatch enemies from behind these consoles as they approach.





Once these two shunts are disabled and all enemies are subdued, send out the Q Spider on a hunting mission. First off, crouch behind a console, making sure no enemies are nearby to hurt you. Take the Q Spider down a short set of stairs ① to reach a red carpet walkway. Equip the sleeper dart function, head to the lowest level of that red carpet, and immediately turn right to see enemies guarding the third shunt ①. Take them out with the Sleeper Dart, then switch back to Bond. Follow the Q Spider's path, picking up the Q Spider as well as any ammo lying on the ground along the way.







SCENE 1



While controlling the turret with the network tap device, destroy the other turret.





While controlling the turret with the network tap device, dispatch six guards that enter the room – three from underneath Diavolo's chamber, and three from a door to the left of the control room.



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Use a Q Spider bomb to enter the room with the fourth missile exhaust shunt, and subdue the guards in that area by using the sleeper dart.





Use an EMP grenade on an enemy wearing a Nano Suit to make him visible.









Dispatch two guards hiding behind consoles at the bottom of the stairs to find a battery (2) (Note: You may be able to dispatch these guards with the Q Spider as well, depending on which is closer). When you reach the area where the third shunt is, look for an armor vest in a corner nearby (3), and then deactivate the third shunt (4).







Behind that third shunt will be your next "safe cover" point: A small metal box you can crouch behind .

From this hiding point, deploy your Q Spider again—this time go straight down the lower level walkway until you reach a hole in a vent along the left wall .

Inside is a battery as well as two Q Spider routes. Take the route that branches right first—this leads to the area where the fourth shunt is. It'll be guarded by two soldiers—use the Q Spider sleeper dart to dispatch them all for a Bond Moment .

OBJECTIVE 4: DISLODGE WRENCH

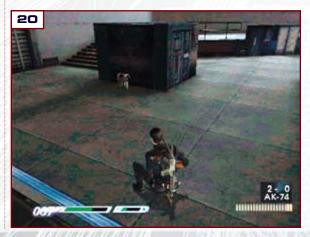
With the soldiers subdued, return the Q Spider into the hole it came from, and turn right at the end to take the alternate path. This winds down to a dead end, where a wrench has caused the fourth silo exhaust to remain stuck. Detonate the Q Spider to complete the next objective before it even comes up on screen!

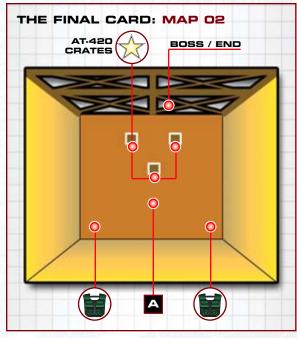
OBJECTIVE 5: ESCAPE THROUGH MAIN ENTRANCE





Run to where your Q Spider had been to disable the fourth and final shunt, picking up ammo along the way. Then find your next "safe cover" location-either behind a console, where an armor vest is located 13 or the wall closest to the door—because enemies will be rushing your position—including some equipped with Nano Suits. Equip your Thermovision to see them, or look carefully for their outlines to appear. The moment they pop into view, throw an EMP grenade at them to **short-circuit their suits (9)**, then dispatch them. Look out for more guards behind boxes as you head through the doorway-send out a Q Spider quickly to dart them, or use more conventional means to dispatch them from behind cover. Now just fight your way back to the point where you began your mission, dispatching enemies along the route. The optimal path is by taking the long red staircase and turning left—along this path will be two more batteries and an armor vest 20. Keep your eyes peeled to make sure you haven't forgotten any Nano Suit guards hoping to ambush you, then reach the entrance point to finish this half of the mission.





PART 2 START: MISSION BRIEFING

You've defeated Diavolo and Katya, and you've stopped them from launching the nano missiles. It's time to escape, but unfortunately you'll find out that Diavolo and Katya are still alive - and they wish to end this feud once and for all!

OBJECTIVE 1: DESTROY DIAVOLO'S HOVERJET

Diavolo and Katya will be following up your escape shaft in their hoverjet, armed with machine guns and missiles, as well as a Nano Bomb in the belly of the jet. You'll have to take out the hoverjet with a limited supply of AT-420 rocket launchers.

TIP

Smaller arms also work on the hoverjet, but they do far less damage. Stick to the rockets to get the job done quickly. In fact, that's an important life lesson for us all!

Before you begin, make note of **two armor vests—one in each corner of the platform along the back edge 1**—so you'll know where to run if you get hurt.

If you aren't armed with an AT-420, the crates in the middle of the platform contain 48 shots worth of ammunition. Shoot the crates or get the AT-420 once the jet damages the crates with their fire 2.

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0075









Second, you need to hide from the machine guns. A hint that the jet will attack with guns: The nose of the jet will dip down below the platform then level out 4. You can hide behind the metal boxes in the back, but since they get destroyed and are sometimes too far to run to, the best protection spot is right behind the middle steel beam closest to the jet 5. As long as you're completely behind that beam when the machine guns fire, you won't get hit. As an added bonus, you may be able to get a few shots on the jet as it passes across.

Finally, you need to get away from the edge of the platform when fire spews from below ③. The flames and any falling debris will hurt you if you're right next to the edge. Run back for safety when you see fire.

However, survival is only half the battle: The other half is how to hit the jet with rockets before you run out of ammo. The biggest key is to make sure you have a clear shot ?: When locked on, wait a second or two before firing (you'll be able to hear a small beep to know that you're locked) to increase accuracy. It also helps to get as close as you can to the jet—but don't fire when a steel beam is in your way







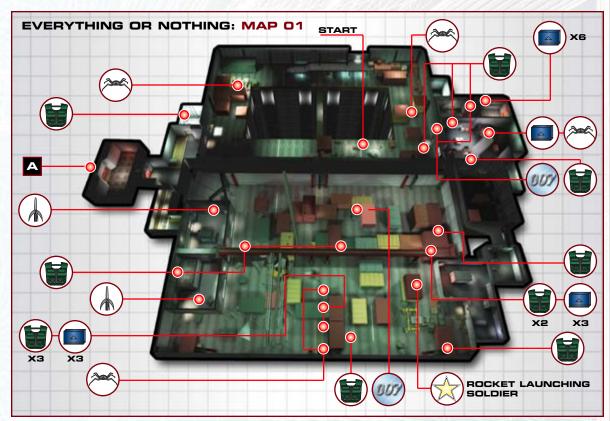
(a), or you'll hurt yourself. A good tactic is to stay up close to the jet—moving back only when there's fire or when you need an armor vest or more ammo—and quickly drift from one side to the other side (a snakelike motion back and forth) until you get a clear shot. Stay near the middle while moving to reach the steel beam for cover when the jet's machine guns kick in.

Target the jet when its cockpit or underside is exposed ②: After you hit the jet, lock in and get in another shot before it recovers—you can chain a good string of hits together in this manner. Finally, be selective with your shots. Don't waste ammo trying to hit the jet if it's moving upward or downward rapidly. Wait for the jet's movement to stabilize, then fire. Repeat this process to take out both right and left missiles, and then the Nano Bomb to complete this mission.

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete the mission taking 100 or fewer points of damage. Slow and steady is the key for the first half of the mission: Immediately dispatch foes as you make your way to the "safe zone" cover point—you might want to keep restarting the level until you get to the first safe zone with most of your health intact. Make sure you dispatch all enemies with the turret once you tap into it, then run to disable the two closest shunts before enemies can appear and shoot at you. Immediately take cover again and wait for enemies to approach—it'll feel like you're wasting time, but you don't ever want to venture into the open. The walkthrough points out the safe zones you can use to protect yourself from damage, and make sure to stay behind cover at all times. Send out your Q Spider whenever possible to dispatch foes with the Sleeper Dart.

EVERYTHING OR NOTHING



START: MISSION BRIEFING

It appears that you've finally taken care of Diavolo once and for all—or have you? Get ready for the final showdown between you and Diavolo as you fight your way through one of the most intense battles in the game. Your skills at wall cover and targeting will be put to the test—as will your ability to find secrets with the Q Spider!

OBJECTIVE 1: FIND THE LAUNCH AREA

You'll find yourself back at the area from which you began the Dangerous Descent mission. Did you earn the Bond Moment from Dangerous Descent that unlocked a vault? If so, you'll be in really good shape. If this dosen't ring a bell, you might want to replay that level before beginning this one.

When the mission begins, immediately run forward and take cover behind an orange metal box as enemies stream out from a doorway ahead. Dispatch them all, and make note of an **armor vest sandwiched between the warehouse wall and a red metal container** ①.



Send a Q Spider out to **look for an opening 2** that will ultimately lead up some stairs to the starting point of the Dangerous Descent mission. (Note: If you find yourself stuck, look for a wooden crate you may need to destroy, then send a second Q Spider through that now-opened passageway.) Once there, use the path you found for the Bond Moment in that mission to return to the vault room.



007 σ







At the start of the mission, send the Q Spider to the room where the vault was located (originally found in the Dangerous Descent mission). Head to a door braced with a metal bracket, then detonate the Q Spider to unlock the door.





Go through the door unlocked by the Q Spider and enter the vault room (but only if you opened the vault via a Bond Moment in the Dangerous Descent mission).









Equip the Q Spider Sleeper Dart to subdue the guard in that room, then look for a locked metal door with a reinforcing brace 3. Detonate the Q Spider to unlock the door and earn a Bond Moment.

Enter the room the enemies originally streamed from, crouch behind cover straight ahead, and dispatch the enemies that appear in this room. To the left is the room unlocked by the Q Spider. Go inside to find an armor vest next to an AT-420 on a table 4, then enter the vault room to earn a second Bond Moment 5. In this room is a cache of weapons, as well as four armor vests and six batteries 6. If you ever get hurt badly, you can backtrack here to recover.

Upon returning to the room, send out a Q Spider to find a nook underneath the metal ramp where a battery is located ②. Go up the ramp to the window, finding an armor vest in the corner ③. You'll see a sniper rifle resting by a window ④. Crouch in front of the window, then equip the sniper rifle to shoot at two enemies on the other side of the warehouse.





OBJECTIVE 2: DEFEAT THE MISSILE-LAUNCHER GUARD

Find the metal double-door exit to enter the next room, which is arguably the toughest of the entire game in terms of sheer combat mayhem. Before opening the door, arm yourself with a heavy weapon such as the AT-420—you'll need it to use a quick shot to dispatch the missile-launching soldier that guards the entrance . Also make note of an armor vest to the left of the entrance.

Once the guard is eliminated, return to the original objective, which is to get through this large warehouse area to reach the launch pad. Get ready to use wall cover exclusively as you wend your way through the maze of boxes. There are many places







EVERYTHING OR NOTHING





where you can get outflanked, so tread carefully. When you see enemies on the upper balcony, use a long-range weapon such as the missile launcher. Backtrack to any previous armor- vest locations whenever necessary. Finally, if you have a Q Spider to spare, use it to scout ahead and disable any foes you encounter with its Sleeper Dart.

You'll find an armor vest in the open, to the left of a yellow metal container near the wreckage created by defeating the missile the missile-launcher guard 12.

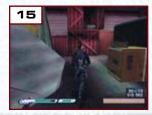
Near that area is a red metal container with an open door (B). Go inside it and use a Q Spider to find two batteries and an armor vest (1).





From that point, move forward and prepare for an ambush as a red metal container opens above you 15. Dispatch those threats and move right to see a squad of guards rushing forth. Look up to find a large red container suspended above the guards. Use Bond Sense to target the switch holding the container so it crashes down on enemies for a Bond Moment 13.

Proceed forward until you reach the warehouse wall. Look right to find an armor vest in the corner 1. Then head up the right side of the warehouse—watch out for another ambush point midway through as another red metal container door opens. (Note: This creates a shortcut if you ever need to backtrack).







When you reach the other end, watch out for a sniper and a rocket-launching enemy to pop up on the upper level. Use rockets to dispatch them guickly, then watch for the windows of the building ahead to open, revealing more enemies. This is where it gets nasty, as the guards now have Nano Suits equipped—it's very easy for one of them to sneak up behind you, so employ your Thermovision 13. You'll find another armor vest next to green metal container (19) as you look for an entrance to



the building ahead.



The first entrance option is a rappel point to the right side of the building ahead . This will help you bypass most of the guards outside. Drop down a hole to find a ledge with an armor vest atop it.

The second entrance option is to fight your way to the left side of the building to reach the front door a or a second rappel point up to the roof 2. If you take this option, use the Q Spider to navigate the wideopen area to the right of the entrance—along the outside wall is a small crevice that leads to an open redmetal container 23 - inside are two armor vests and a battery.











When navigating through the large warehouse filled with metal freight containers, look for one suspended in the air. When enemies appear underneath, use **Bond Sense to shoot** the glowing switch that holds the container to crush the enemies below.













If you're on the roof, walk on the thin red support beam that spans the warehouse. Midway across is an armor vest ②, but don't stop there. Go to the end and fall so you land on top of a red container. Look for a thin red ledge to land on 23: If you land correctly, you'll open the door of the red container you fell on top of to reveal two armor vests, three batteries, and three AT-420s.



In the room with the large red blast doors, you'll see two sets of doors ②. The doors on the left lead to the room in which you disabled the security lasers in the Dangerous Descent mission (it was a Bond Moment). There'll be an armor vest in this room <a>®. The doors on the right lead to a Nano Suit-wearing guard, who may surprise you in the worst way. Choose your path accordingly.





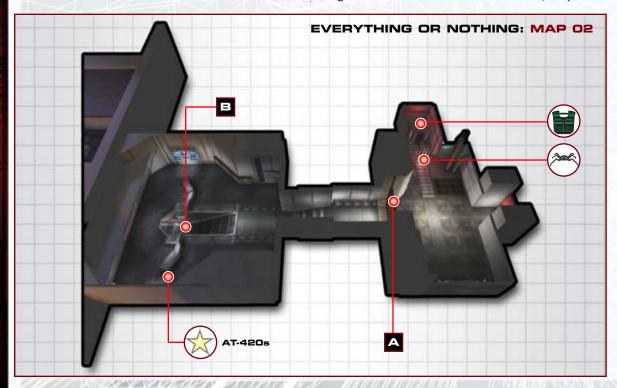


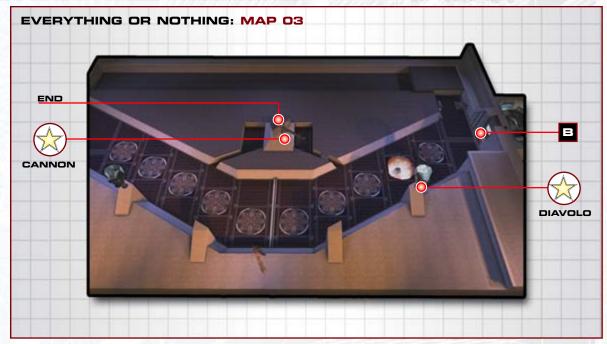


Once you're fully armed, enter the building and look for the doors that lead to the next area. Defeat the enemies in here and open the large red blast doors 20 to get to the final part of this mission.

OBJECTIVE 3: DEFEAT DIAVOLO

Now is your final battle with Diavolo, as he prepares missiles for launch. To the right is a barred door that a Q Spider can go under. Behind the door is an armor vest, but you















don't need to retrieve it if your health meter is already full. To begin, head through the blast doors and get the AT-420s on the rack to the left before heading down the ramp. Equip an AT-420 and head down to trigger a cinema.

When the battle begins, take a quick shot at Diavolo's perch, then run forward and roll as he fires salvos at you . Make sure you run past the missile silo hole . before focusing your attention on Diavolo again. It is crucial to run past the missile silo opening before defeating Diavolo because the missile silo's exhaust flames are deadly. Shoot at his perch while avoiding his attacks — three or so rocket shots will do the trick.

OBJECTIVE 4: SHOOT DOWN THE ROCKET

Diavolo might be taken care of once and for all, but your job's not over yet. Quickly look for an opening



in the wall to get to a camera-controlled cannon

3. Once equipped, immediately aim at the
launching rocket and take at least three shots
before it lifts off. If successful, you'll see an ending
cinema—and bonus extras—that'll make you glad
you experienced Everything or Nothing.
Congratulations!

EXTRA OBJECTIVE: EARN PLATINUM 007

To earn platinum (once the objective is unlocked), you must complete this mission in less than 5:00. Get ready for one of the toughest challenges in the game. Forget the Bond Moments to get to the secret vault and any Q Spider tricks you might have used before. Outside of the possible rappel shortcut (the rappel point to the right of the building on the other end of the large storage warehouse area), you'll have to fight your way through while preserving health and picking up armor vests en route. Picking up the AT-420 hidden in a wooden crate (in the darkened room with the sniper) may help defeat some of the upper-level foes quickly. Otherwise, you'll need pure gameplay skill to pull this off. Good luck!



MULTIPLAYER

INTRODUCTION: MULTIPLAYER STRATEGY

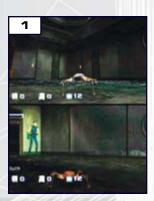
The multiplayer portion of *Everything or Nothing* comprises a separate storyline that's intertwined with the single-player missions. You get to play as fellow MI6 agents assigned to investigate suspicious nanotechnology production sites and report their findings. Completing the objectives in these missions earns you points that you can use to unlock hidden multiplayer characters, extra levels and other goodies.

CO-OP AND RACE MODES

In Cooperative Mode, players work together to complete mission objectives ①, using firepower and stealth to achieve their goals. Usually you'll travel together, but sometimes you'll have to split up to perform certain tasks—such as one team member operating an elevator while the other team member rides it. In later missions, you'll be equipped with gadgets such as the Nano Suit and the Q Spider to complete objectives.

Cooperative mode is the biggest element of the multiplayer section, and the multiplayer walk-through deals with this portion of the game exclusively. This mode is broken down into chapters that must be completed to unlock individual missions within each chapter.

In Race mode, two players compete to complete missions in the least time possible 2. Team members get time bonuses for dispatching enemies, but are penalized for losing a life. It isn't necessarily a race to the finish line, because at some points you'll have to wait for your teammate to catch up to open a door switch, for example. The key is to take out more enemies than your opponent to subtract time from your total without losing health.





MULTIPLAYER SCREEN

The multiplayer screen is a little different from the single-player screen. The screenshot here will help you interpret the display.

A POWER MODE

This "glowing player" icon pops up after a team member dispatches a certain number of foes using hand-to-hand combat. In Power mode, your hand-to-hand attacks will be more powerful, and you'll suffer less damage from enemies.

B HEALTH METER

The thin blue bar indicates how much health remains. It will begin to flash red if you are running low on health. Note: In missions that use the Nano Suit and Q Spider (and in Tunisia), a battery gauge will appear next to the health meter.

GPS RADAR

This radar shows where enemies are located, as well as where your team members and objective points might be. A colored arrow will appear along the circle's edge when a team member is out of GPS range.

WEAPON DISPATCHES

This number indicates how many enemies you dispatched using weapons.

OTHER DISPATCHES

This number indicates how many enemies you dispatched using stealth, unarmed combat, or other means (such as targeting fuel barrels).

TIMES DIED

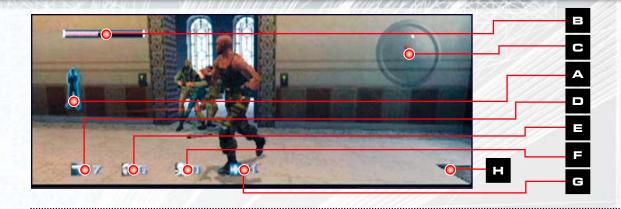
This number indicates how many lives you've used so far.

G LIVES REMAINING

This number indicates how many lives your team has remaining for the mission or chapter.

H WEAPONS AND AMMUNITION

As in the single-player mode, you see the weapon currently armed and how much ammo you have left.





TIPS: GENERAL GAMEPLAY

Being a smart player in the multiplayer environment is crucial to your success. The following tips will allow you to refine your skills.

GENERAL TIP

Unlike Bond, the team members don't have the ability to freeze time and target enemies with Bond Sense. You'll have to do your best to look up and around for targets while playing through a mission.

GENERAL TIP

Two-Person Cover and Advance: It's a classic tactical combat move. One person advances quickly toward the nearest hiding point ahead while the other one offers cover fire and scans for enemies

3. This "leapfrogging" action will help you avoid being ambushed, and let you remain protected as much as possible when exploring new areas.



GENERAL TIP

When an armor vest is found, note its location for later use or save it for the team member with lower health.

GENERAL TIP

The GPS radar is useful but not perfect: Enemies on a level above or below you will show up on radar, so you have to interpret the red blips properly 4.



GENERAL TIP

The radar sometimes allows you to see enemies behind a door or window before it opens, so take cover and watch that door or window if you suspect an ambush.

GENERAL TIP

To boost your score, use one-shot weapons such as shotguns and the Desert Eagle to boost ammo efficiency. To boost accuracy, wait for your auto-aim crosshairs to turn red ③: This indicates that a foe is in close range, and your shots will be more accurate as a result. Of course, nothing beats the satisfaction of taking down an enemy with a head shot.



GENERAL TIP

To earn more nonweapon dispatches to boost your score, shoot an enemy to stun him, then punch him out.

GENERAL TIP

While playing through a chapter or individual mission, your team has a limited number of lives—if you run out too soon, you won't be able to complete the chapter! Your best bet is to restart the chapter from scratch and try to preserve as many lives as possible—this is most vital for the final Egypt Chapter missions.

GENERAL TIP

Use both halves of the screen: Although it may be confusing, it's vital at times for one team member to adjust his camera angle so the other team member can see what's going on 6. This is useful in stealth missions, when one team member hidden from view wants to know when the coast is clear. The other team member can act as a spotter—and both players can watch that screen to know when to act.





TIPS: COMBAT

Obviously, how well you handle yourself in combat will have a huge impact on your multiplayer success. Here are some bits of advice.

COMBAT TIP

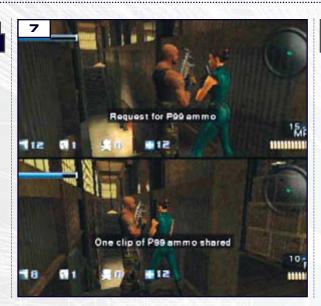
Be warned: Although you cannot auto-aim at another player (except in Scramble mode), your bullets will do damage if they hit a team member.

COMBAT TIP

Powerful one-shot weapons such as the SPAS 12 are great for weapon efficiency and accuracy scoring—use them whenever possible.

COMBAT TIP

Team members can meet to share ammunition ②. To do so, stand next to each other with the same weapon in hand: The team member needing ammo should press the action button to initiate a request, which the other team member can accept by pressing the action button. You can choose to ignore a request if you wish to be greedy.



COMBAT TIP

Use stealth whenever possible. In some missions, for example, avoiding detection will prevent reinforcements from arriving—and since armor vests are few and far between in these missions, health preservation is a vital part of completing chapters without difficulty.

SCRAMBLE MODE

In Scramble mode, players compete against each other for the best score ③. The scoring parameters can be tailored to emphasize certain objectives, such as using only nonlethal dispatches. The options are as follows.





OPTION	DEFAULT	RANGE	DESCRIPTION
Weapon Dispatch	100	0-1,000	Points earned for using weapon to neutralize foe
Non-Lethal Dispatch	200	0-1,000	Points earned for using nonlethal means to neutralize foe
Stealth Dispatch	500	-1,000-0	Points earned for neutralizing foe stealthily
Player Death	-500	0-1,000	Penalty for being dispatched
Marksmanship	200	0-1,000	Points earned for aiming accuracy
Disarm	300	0-1,000	Points earned for disarming a foe
Multi-Dispatch Bonus	2	1-5	Bonus for taking out multiple enemies with a single shot.
Time Limit	??	1-25	Game time limit
Player Targeting	On	On or Off	Ability for players to shoot each other

ARENA MODE

In Arena mode, two to four players can battle each other, and the player that scores the most dispatches wins ①. Here's a quick description of each of the extra levels:

CISTERN



This underground arena features switches that trigger lasers, and a carpet bomb of the entire lower and upper levels. You can even run into the large wall fan on the right, although this is seriously hazardous to your health!

TEST LAB



This multitiered arena is a laboratory that features a gas chamber. Inside is an armor vest and an AT-420 rocket launcher. However, there's a switch enemy players can press to trap you inside. Elevators will transport you from level to level, and various switches trigger carpet bombs on the upper and lower levels.

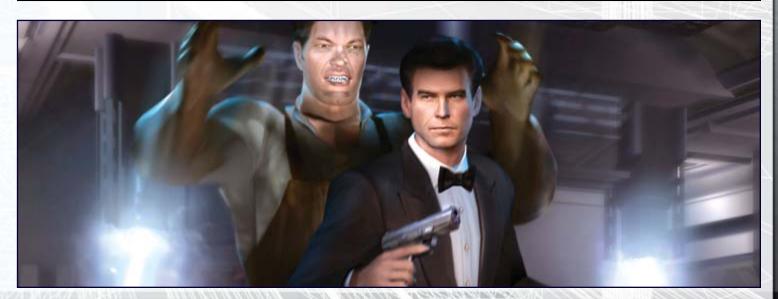
BURN CHAMBER



This arena features Jaws, who randomly wanders the arena looking for players to hurt. He can't be hurt himself, so it's best to stay clear of him. Look for AT-420s to spawn on the right side, and pick up the armor vests on the outside ring—but watch out for switches that trigger bolts of electricity from the ceiling.



OPTION	DEFAULT	RANGE	DESCRIPTION
Time Unlimited	0	1.25	Game time limit
Dispatch Limit	10	0-100	Dispatch total limit (for each player)





BRIEFING

In the first chapter of multiplayer cooperative play, you will be sent to an isolated area in Tunisia near the Gulf of Gabes. Your mission is to investigate an individual known only as M. Sappho, and report back to MI6 what you discover.

MISSION OBJECTIVE

Make your way to the town square.

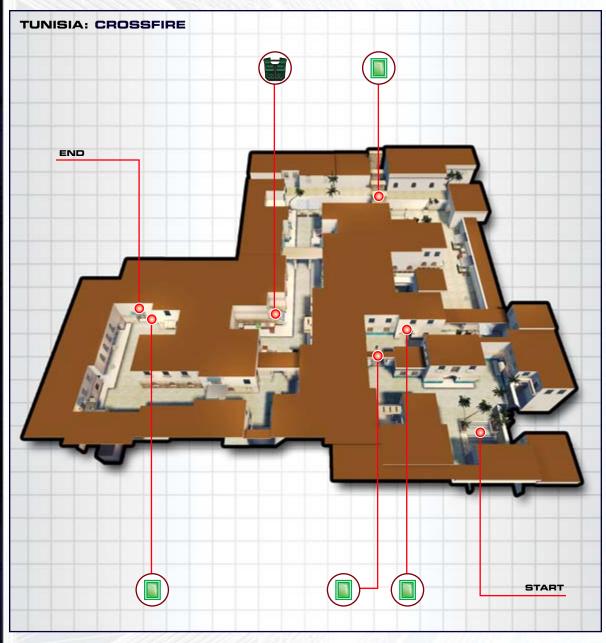
SCORING OBJECTIVES

- Don't lose any lives.
- Dispatch all enemies.
- Score above 70% Team Accuracy.

37

TOTAL ENEMIES

TUNISIA: CROSSFIRE



As the mission begins, head left to find a **gate with** a **switch on either side** ①. Each player must stand in front of a switch and press the action button simultaneously to open the gate. This action will alert the guards, so make sure your weapons are drawn.

After opening the gate, look left to enter a room with a door switch ②. One person can go through that door, while the other goes around the building. Time is not an issue, so move slowly and make sure the radar screen is clear of foes—watch out for occasional enemies popping out of doorways and windows. If one surprises you, use hand-to-hand combat to neutralize him quickly.

TUNISIA: CROSSFIRE



Make your way to a second gate. Quickly dispatch the rocket-launching soldier beyond the gate 3, then open the gate. Before proceeding, have one person camp out at the doorway behind that gate 4. As the other team member crosses through the gate, the door will open to reveal a second soldier armed with an AT-420. Surprise him and take his weapon before he can shoot.

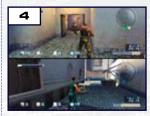
At this point, rocket-launching enemies should be your priority targets. Go under a long arched bridge with support columns (3)—they're thin, but you can use them as cover in a pinch. Then move alongside the street, using the various entryways as cover. Look for an armor vest up a short set of stairs (3) along the right side of the street.

After finding the vest, turn right on the street. Watch out for the rocket-launching enemy at the end of the street—take him out quickly. After another right turn, you'll reach the final gate—but not before a sniper pops up from behind. You can surprise him by having one team member camp out where he is (his position will show up on the radar) 7 as the other team member moves toward





the gates. Activate the switches at the same time, then go through the gates to finish the mission.











TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00



BRIEFING

In this mission, you must wait and dispatch all the enemies you encounter until M finds the secret entrance to M. Sappho's palace.

MISSION OBJECTIVE

Find the entrance to the secret palace.

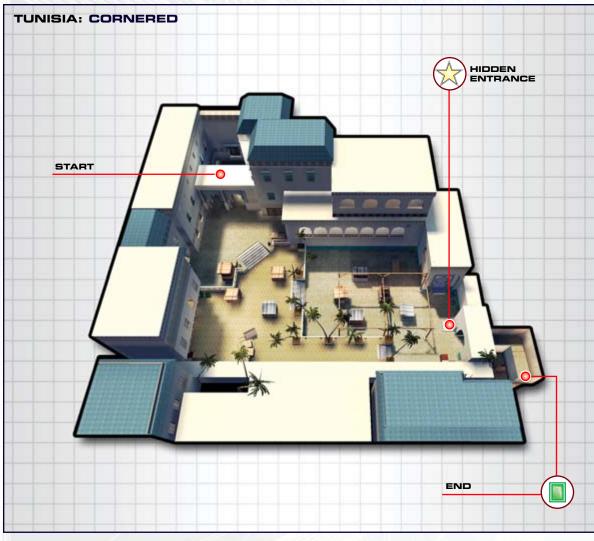
SCORING OBJECTIVES

- Don't lose any lives.
- Dispatch all enemies.
- Score above 70% Team Accuracy.

40+ TOTAL ENEMIES

TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00

TUNISIA: CORNERED



Get ready for an intense firefight. Dispatch all the enemies in this mission, which will activate the secret entrance to the palace. Use the boxes next to the stairs to **set up an initial area of crossfire** 1 so that each player can scan and protect the path leading up the stairs. After a certain number of enemies are dispatched, beware of an ambush from the closed doors behind the crates near the stairs—this is designed to flush you out, but if you prepare for it, you can dispatch the ambushers quickly.

The top-priority targets after that point are those that appear in windows or terraces—especially the rocket-launchers. If you're having trouble auto-locking onto

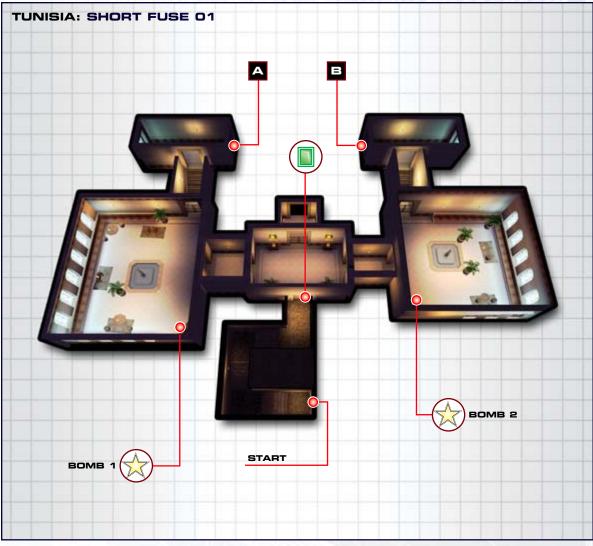
targets, make sure you have a long-range weapon such as the AK-74.

Find an entrance at the end of the market area: **Look for a sunken underground staircase 2**. At the bottom is a double door switch. Press the switches at the same time to complete the mission.





TUNISIA: SHORT FUSE



At the start of the mission, run up the stairs to find a double switch. Press the switches at the same time to gain access to the palace. You can choose to go left or right, but do not split up. Down each path (left or right) will be several guards around the first bombs to defuse. Dispatch the guards, then have one team member stand next to the bomb, pressing and holding the action button to defuse it 1. You'll see a green light moving up the bomb as it's being defused. Do not let go of the action button, or you'll have to start again.





BRIEFING

Sappho's henchmen are planning to deploy explosives to eliminate all traces of his operation. You must defuse the explosives before they detonate—so time will be a factor in this mission.

MISSION OBJECTIVE

Defuse all explosives in M. Sapppho's palace.

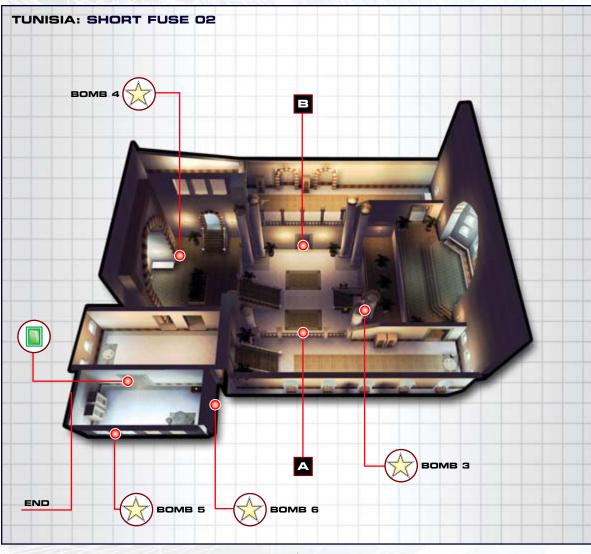
SCORING OBJECTIVES

- Don't lose any lives.
- Dispatch all enemies.
- Score above 70% Team Accuracy.

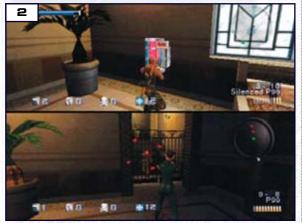
60+

TOTAL ENEMIES





While the bomb is being defused, the second team member should stand guard in front of the gate across from the bomb ②. Eliminate any henchmen that come down, and protect your teammate from enemy fire.



After the first two bombs are defused, head up the stairs where the gates opened to reach a large ball-room area 3. Look for the third bomb on this level, but first use the available doorway cover to eliminate the shooters on the balconies above 4. Once most of the



TUNISIA: SHORT FUSE

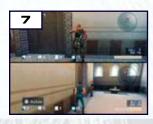






enemies are dispatched, have one team member run out and defuse the third bomb while the other one stands nearby, taking out any enemies firing from above. Go up the stairs across from the third bomb to find the fourth explosive —repeat the process once again. Don't waste too much time, though, or the bombs may detonate. Make sure no team member runs ahead until all four bombs you've encountered so far are defused.

Once the fourth bomb is defused, head right up some stairs and follow the hallway that rings above the ballroom area. Run quickly across the open balcony to avoid a rocket-launching enemy across the ballroom from you. Dispatch any enemies along the route—including the rocket-launching foe—and keep your eyes peeled for the AT-420 he leaves behind. At the very end of this U-shaped hallway is a double door switch 7. Open the door to reveal the fifth bomb and some guards in the room. Defeat the guards, then have one team member defuse the bomb while the other stands outside to dispatch the snipers that appear across the way 3—preferably the person with the AT-420 and/or Dragunov sniper rifle. Once the fifth bomb is taken care of,











immediately run down and take out as many rappellers as possible (using cover such as the row of palm trees where the fourth bomb was) (a) before you are notified that you must defuse the sixth bomb. When that occurs, rush back down the Ushaped hallway to where the fourth bomb was. A gang of henchmen will appear from a cracked wall (1). If you have the AT-420, launch a rocket into that alcove to dispatch enemies quickly.

Look for a newly opened room to the left of the fourth bomb; it contains the sixth and final bomb

①. Have one person defuse it while the other takes cover at a doorway nearby to take out any remaining enemies.

WARNING

You will pass the fourth already-defused bomb. Don't confuse it for the sixth bomb.

Once the sixth bomb is defused, dispatch any remaining enemies in the ballroom, then head right from the sixth bomb's location to find a double door switch. Press the switches at the same time to finish the mission.



TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00



BRIEFING

You have made it to Sappho's inner sanctum, and now you must prepare for a final battle against him.

MISSION OBJECTIVE

Defeat M. Sappho.

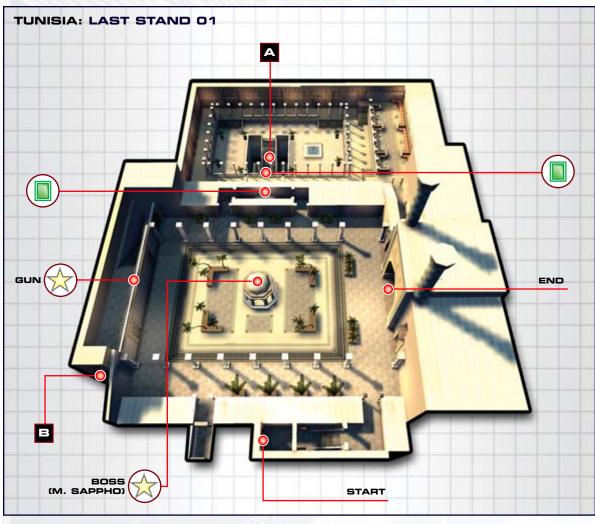
SCORING OBJECTIVES

- Don't lose any lives.
- Dispatch all enemies.
- Score above 65% Team Accuracy.

62 TC

TOTAL ENEMIES

TUNISIA: LAST STAND



At the start of the mission, use hand-to-hand combat to defeat the first guards you see, then turn a corner. One team member can crouch and look up and to the right to dispatch a sniper on a balcony in the courtyard ①. Your top-priority targets are those on the balcony—but you can focus on them after clearing the courtyard of ground soldiers. You can roll to get to the other side of the courtyard.

Once the courtyard is cleared, look for a double door switch that leads to a second compound. One team member should charge right from the entrance immediately to engage a rocket-launching solider

2. The other team member should clear out any remaining enemies.









TUNISIA: LAST STAND

In the second courtyard, look for a staircase down that leads to several more enemies and another double door switch ③. Activate it—it leads to an underground factory room. Split up to take the left and right paths separately. Use wall cover to dispatch onrushing enemies, then make your way to a second opening that leads to a similarly shaped room. Use the boxes in this room as cover ④ as you progress down the path. At the end is as set of stairs—watch out for soldiers coming down as you head up.

This route takes you back to the first courtyard area, where you will finally face Sappho. One team member can man the big gun on the upper level while the other one takes care of enemies at ground level. You can use the gun on the rocket-launching soldiers that will appear on the balcony across the courtyard—but save the big gun's ammo for the final battle. Make sure you don't leave any rocket-launchers alive, or they may knock out your gun.

When Sappho appears, try to neutralize as many ground enemies as possible. You can avoid Sappho's salvos by crouching behind the short palm-tree planters around Sappho. Ideally, one team member can draw his gun's attention while the other targets him. With Sappho destroyed, run to the other end of the courtyard to find the mission-exit point.





EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00





BRIEFING

In the second chapter of multiplayer cooperative play, you will be sent to a secret research facility on an island. MI6 suspects that Dr. Lazarus Beam, an expert in the field of nanolasers, is running the facility. Your mission is to infiltrate the facility and get as much information as possible. Stealth is paramount: Do not alarm the local authorities. If you are caught, it may affect how you have to approach future missions in this chapter.

MISSION OBJECTIVE

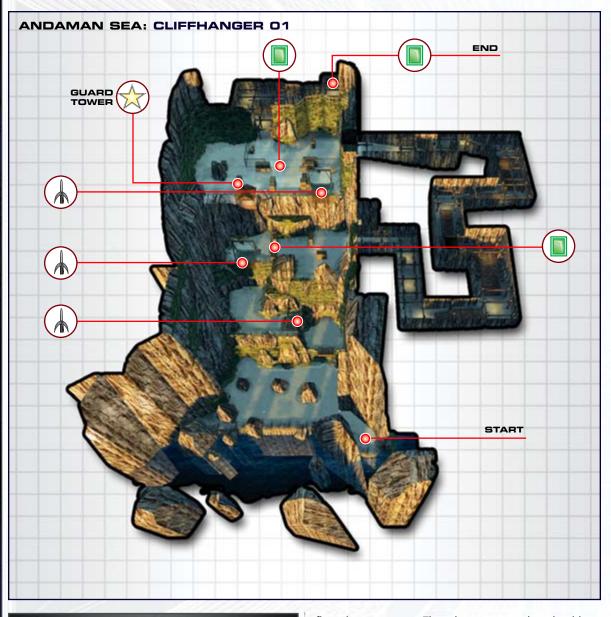
Get to the top of the cliff.

SCORING OBJECTIVES

- Don't lose any lives.
- Score above 90%
 Team Accuracy.
- Don't be seen.

37+ TOTAL ENEMIES

ANDAMAN SEA: CLIFFHANGER



TIP

Having trouble pulling off a stealth takedown? Put your weapon away (press the left punch button while crouching) before performing one.

Both team members should crouch and quickly head toward the nearest patrol guard—one member should use a stealth takedown to neutralize him. Stay to the outside edge of the island so the guards on the second

floor do not see you. The other team member should scout into **the mine-entrance tunnel ahead** —if no guards are forthcoming, it'll be safe to go up the stairs. Otherwise, backtrack and hide behind the stones flanking the entrance, and wait for the guard to come out and investigate—stealth-attack him from behind.

Enter the mine shaft. At the top, wait for a guard or guards in the that area to turn around, then perform a stealth takedown.

ANDAMAN SEA: CLIFFHANGER



Look for the first rappel point up and to the right ?; you'll reach a level with two guards with their backs turned. Dispatch them both with stealth takedowns, then rappel upward again. You'll reach a double gate switch—get on either side and open the gate once the guards turn. Wait until the guards are moving in sync toward the gate 3. Dispatch the closest guard once he turns around, then hide behind a large wall of boxes to the left and wait for the other guard to turn his back—then use a stealth takedown on him as well.

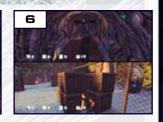
At this point, it'll be time to split up: One team member should look for a rappel point upward while the other (preferably the one better at stealth takedowns) should navigate the mine shaft ahead ⑤.











The team member navigating the mine shaft will have to perform a series of stealth takedowns. They get increasingly difficult because **some enemies at the end will be carrying flashlights** —if the flashlights drop on a hard surface, it'll make a sound that will alert nearby guards. You need to perform stealth takedowns before they walk toward other guards (so any sounds made don't travel far enough for other enemies to hear).

The team member who rappelled to the guard-tower level can wait for the other to show up (you can opt to dispatch the guards nearby as long as you don't get noticed by the one across the gate). That person can also act as a spotter to let his teammate know when it's OK to advance up the stairs to the top level 7. The team member who took the long way up the mine shaft should stealth-attack the guard patrolling the gate. Then, with the coast clear, the team member who rappelled up can stealth-attack the guards near the watch tower, including the sniper in the roof. With the coast clear, open the gate switch, then look for a double-switch door at the end of a stone passageway nearby to finish the mission.





TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00



BRIEFING

After you make it to the top of the beach, M informs you that another guard tower lies ahead. You'll need to get past all the guards and find the mine entrance. Once again, stealth is a requirement to succeed and complete all scoring objectives.

MISSION OBJECTIVE

Find the mine entrance.

SCORING OBJECTIVES

- Don't lose any lives.
- Score above 90%
 Team Accuracy.
- Don't be seen.
- *6 TOTAL ENEMIES
- * More if you're detected

ANDAMAN SEA: WARZONE



To get through the courtyard, your team must follow a pattern and cannot hesitate midway through, or you will be spotted. Crouch and head down the mine shaft, dispatching two guards with stealth takedowns. Head straight when entering the courtyard, and make a left while hugging the outside walls of the barracks to the left 1. Creep straight to the right side of the truck parked nearby and turn right as you approach a stack of boxes 2. The instant the guard





behind those boxes turns to walk left, go around the boxes behind him to get to the stairs.

Once down the stairs, hug the right wall to ascend with your rappel 3. Make sure you're deep enough into the room on the right side when you do so the sniper in the watchtower does not see you. Once the first rappeller has gotten up, that team member can act as a spotter to tell when the other is clear.

TIP

You may be spotted by a guard or two en route using this path, but as long as you don't get shot and can reach the second floor before any guards can find you, they will stop looking for you eventually.



Once on the second floor, take positions to get close to the two guards walking the length of the room. Your signal to strike is when two enemies are lined up on the same side as the rappel point . It is possible to time it so one team member dispatches the guard on the right first, then the other team member dispatches the one on the left immediately afterward. The person who dispatched the guard on the right should immediately approach the third guard in the room as he turns his back . That guard will be alerted to his missing comrade to the left, and will run to check on his status. It is possible to creep around the large opening in the floor to get behind the third guard and attack with stealth.

With the room clear, hide behind boxes to monitor the movements of the guard walking behind a fence below









6. Don't bother trying to dispatch him. When that guard heads left down a small incline, that's the signal for both team members to creep downstairs and hide behind a wall of four boxes before he turns to look at the stairs again.

When this guard turns left to walk again, enter the long hallway to the right and stay to the back. When a guard approaches, he will not detect you hiding in the hallway—in fact, it's possible to hide and creep toward him by hugging the left edge of the wall as he approaches!

• In any case, when this guard turns around, stealthattack him before he reaches the corner of the building. If you're successful, just peer right around the corner to make sure the coast is clear, then head down the stairs nearby to reach a double switch that'll finish the mission.





TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15

EGYPT	TARGET
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00



BRIEFING

Intelligence indicates that the entrance to the secret laser facility is located inside a dilapidated mine building ahead. You must scout the building and find a way into the facility. Stealth is not a scoring objective in this mission, but is desirable whenever possible to preserve health.

MISSION OBJECTIVES

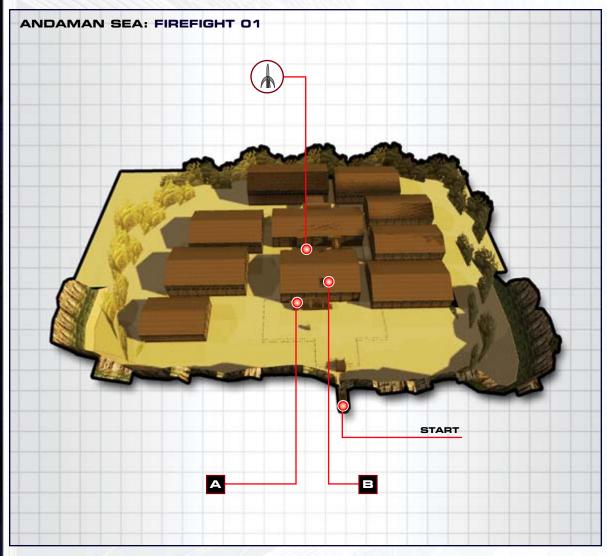
- Find the entrance to the laser facility.
- Restore power to elevator 1.
- Restore power to elevator 2.
- Find a way into the control room.

SCORING OBJECTIVES

- Dispatch all enemies.
- Don't lose any lives.
- Score above 55% Team Accuracy.

115 TOTAL ENEMIES

ANDAMAN SEA: FIREFIGHT





Begin by splitting up: One person should enter the ground-floor entrance while the other goes around the back ①. Each team member should dispatch the first guard he encounters with a stealth takedown. The team member going around the back of the building will find a rappel point to the roof ②. Head up and look for a hole to fall through.

It is possible to perform several more stealth takedowns upon entering the building, but at some point, detection will be very difficult to avoid. The team member on the second floor should take out the guard patrolling the catwalk, then crouch and

ANDAMAN SEA: FIREFIGHT





cover behind the windows to target enemies on the second floor 3—the area atop the stairs to the right of the rappel entrance is a prime place to stay once the second-floor area is clear; from there you can take out any enemies that approach the stairway (go downstairs to retrieve ammo and wait for more soldiers to stream in). The person on the first floor should dispatch all nearby threats by finding cover and attacking.

At this point, up to 97 percent of the enemies should be dispatched. Once the area is cleared of enemies, both team members should **head downstairs to find a double switch to activate the elevator power** 4. You'll notice more red dots as you go



down—that's the signal that an ambush awaits you once those doors are opened. Dispatch the foes that appear (with hand-to-hand combat for points), then fight your way to the staircase. Have each member take cover behind the two staircase entry points 3 and proceed to mow down foes as they go down the stairs.



TUNISIA

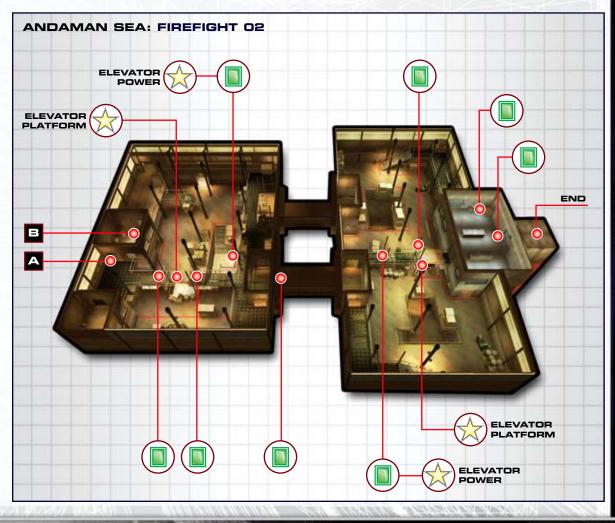
TARGET

3:00 12:00

	111111
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00

Knife's Edge

Inferno

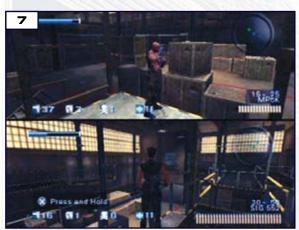


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Have one team member (preferably the one with less health) stand on the elevator while the other returns to the second floor to activate it —the activation will trigger the appearance of more enemies on the first floor. The team member at the switch should return to the staircase and dispatch the remaining threats on the first floor, then stand on the elevator. The team member that already crossed should find the corresponding switch on the other side to activate the elevator ?

WARNING

When you reach the second half of the warehouse, do not jump to the elevator platform. This will damage you seriously.

Look for a double door switch that leads to the second half of the warehouse—try to use stealth takedowns on the first batch of guards you see, then resort to firepower once detected. Head down to the first floor, dispatching any enemies along the way. Look for a stairway down that leads to the second power generator, but don't rush in just yet: Set up a field of fire, with one team member dispatching guards approaching up the stairs while another covers and stands above the entrance by the railing ③.





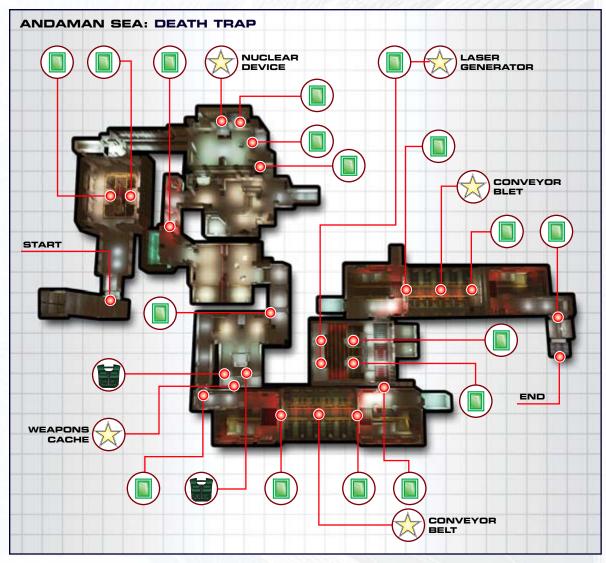
When all threats are eliminated, collect as much ammo as you can before heading downstairs to the double power switch. Activate the switch and get ready for a serious firefight as the remaining guards in the room rush your position. Look out for a newly opened door, from which guards will stream out. Overrun their position, then take cover inside the room they came from. To advance, both team members must find cover points so that all entrances to the downstairs area are monitored —one team member should watch the main stairway entrance while the other monitors a newly opened back route.

Once cleared, take one team member to the second floor to stand in front of the elevator ledge while the other mans the switch . This will trigger yet another ambush, so be prepared to retreat behind cover and eliminate this new wave of enemies before crossing the bridge. Once one team member crosses, look for a door switch that will open a path for the team member on the first floor to enter the room—but take cover behind a table immediately. A final group of enemies will stream out of the elevator . Use weapons or the throw the bottles on the table nearby to eliminate these foes, then go in the elevator and activate the double switch inside to finish the mission.





ANDAMAN SEA: DEATH TRAP



When the mission begins, run for door cover to the first room ahead, and dispatch the enemies on the floor as well as on the balcony. Look for a double switch in the room to activate a laser that will blow open a hole to the next area.

Go down a hallway to reach the next room, which is filled with enemies. Once that area is clear, watch out for a rocket-launching soldier who tries to ambush you from the hallway behind you. Roll to avoid his rockets, and dispatch him with hand-to-hand combat. Find a switch that activates an elevator lift 1. Have one team member get on the lift to find another switch that

opens a locked door, and a double door switch that opens the way to the next room.

WARNING

Do not fall into the elevator shaft once the lift is raised. You will lose a life.

The biggest threats in this room will be rocket-launching soldiers—make them your top-priority targets before eliminating the rest of the soldiers. Look for a double door switch that leads to the next room, which will feature enemy soldiers atop a raised balcony to the left. Take them out quickly before moving on.



BRIEFING

You have infiltrated the nanolaser facility, and now you must fight your way though it to disable the generators that power those lasers. Since your presence has been detected, stealth is no longer necessary.

MISSION OBJECTIVES

- Disable the first nanolaser generator.
- Disable the second nanolaser generator.

SCORING OBJECTIVES

- Don't lose any lives.
- Dispatch all enemies.
- Score above 50% Team Accuracy.

76 TOTAL ENEMIES



TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00

The next room will have another rocket-launching soldier who'll dart in, so be careful. Take cover behind the wall and the gray box nearby 2 to clear out the room. Find a weapons cache featuring two armor vests and some AT-420s 3. Grab these items before leaving, because you won't have a chance to backtrack after the next room.

If you're thinking that this mission seems pretty simple, the next room may change your mind: Both team members will have to cross the room on a conveyor belt.

While one team member mans a switch, the other must get on the platform 4. Press the switch to alternate the laser pattern so the team member can cross. A good way to get the timing down is to have the team member on the conveyor belt crouch and remain stationary: When the next laser is at the same level as the head of the crouching team member, press the switch 6. The first person who crosses using the conveyor belt will need to shoot at enemies that appear on the other end of the room.

After the conveyor belt room is a chamber containing the two generators you need to disable. One team member will have to press and hold a switch to extend a platform. The second team member will have to press and hold a second switch while on that platform to disable the generator. However, enemies will appear from behind multiple times as you attempt this. Watch your GPS radar, and when enemies pop up, let go of the switch and neutralize the oncoming enemies §.



Repeat this process for the second generator to initiate

The next room will have yet another laser conveyor belt

and enemies to dispatch. Repeat the process you per-

run against the conveyor belt to cross. Have the team

that team member's waist level 7. Once the first man

has crossed, an ambush will occur on both ends of the

room. Eliminate the foes, then have the second team

member cross the conveyor belt in the same fashion.

Don't celebrate too soon: A final rocket-launching soldier will appear at the other end—take him out and

point. If you're efficient, you'll be able to complete the

find a last double door switch that leads to the exit

formed in the first conveyor belt room, but this time

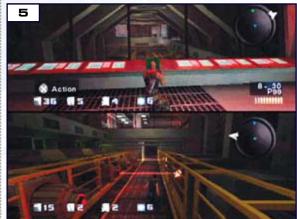
member on the conveyor belt run forward without stopping, then press the switch when the laser is at

a five-minute countdown before the area melts down.





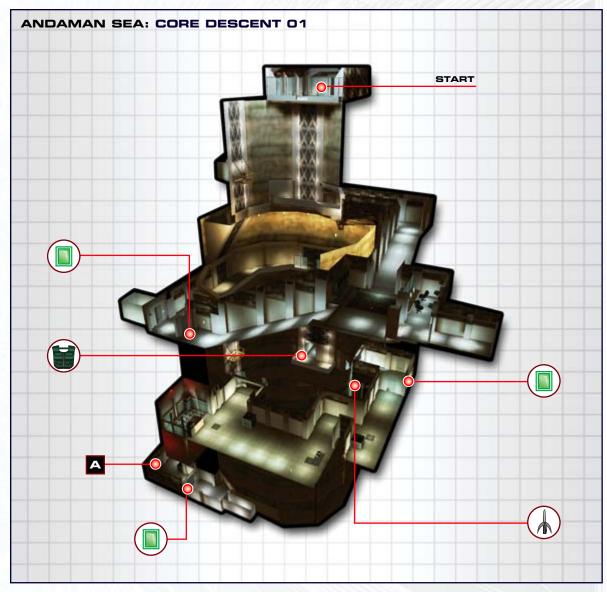








ANDAMAN SEA: CORE DESCENT



Perform a stealth takedown on the very first guard you see, then have one team member rappel while the other targets enemies that pop up along the other openings in the sinkhole. When the enemies are cleared, the second team member can rappel. Go down a hall, dispatching enemies along the way, until you reach a double door switch. Once it's activated, get ready for enemies to appear from behind the hallway as well as beyond the door.

Past that hall is the second rappel point in the sinkhole. Again, have one team member go down while the other targets enemies that appear. This leads to a small corridor with two more enemies and another double door switch. Go down once again—this time both team members can descend at the same time—to dispatch a squad of soldiers. Look for a small alcove across a walkway spanning the sinkhole to find an armor vest 1. Then look for a rappel point upward 2—a commando will come down as you go up, so dispatch him immediately.



BRIEFING

With the laser generators destroyed, the final mission in this chapter will require you to escape the facility by rappelling down a large sinkhole—it is heavily guarded, but the guards will not expect you to go down this route. The key is to have one team member target threats along the walls while the other rappels down: Try to avoid having both team members rappelling at the same time.

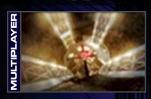
MISSION OBJECTIVE

Escape from the facility.

SCORING OBJECTIVES

- Don't lose any lives.
- Score above 50% Team Accuracy.
- Dispatch all enemies.

138 TOTAL ENEMIES



TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00



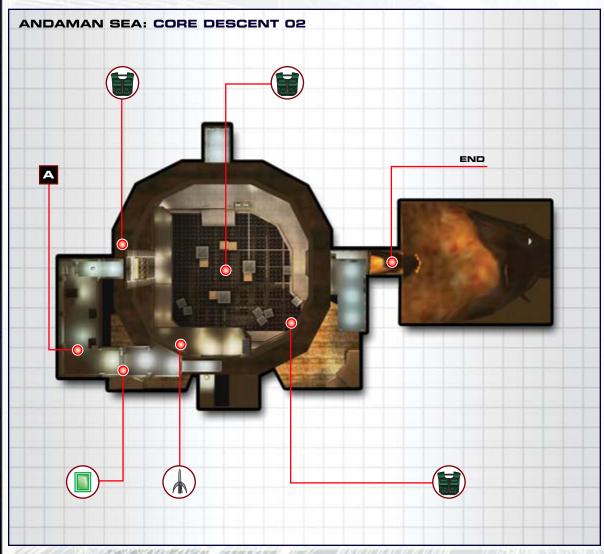


The next area features a double door switch. The room beyond features a large open area with enemy soldiers rushing in. Take cover on both sides of the room (to the left is a gray metal cabinet, to the right is a wall corner and box) to avoid damage ③. Rappel to the lower level, then look back up immediately to see more commandos rappelling after you. Move away from the rappel landing point and aim up to get a good firing angle on them ④.

Upon reaching the next room, you'll encounter enemies behind boxes. Dispatch them, then watch behind you



for enemies sneaking up from the rear. Look to find a rappel point downward. This will lead to enemy fire coming from two levels. **You'll need to find a rappel point back up to reach these enemies** —don't waste ammo trying to hit them from afar.



ANDAMAN SEA: CORE DESCENT











TIP

Looking for ammo? There are small weapons-storage boxes at various points throughout the mission, almost always in plain view **6**.

This upper level contains a final rappel point downward, which leads to a chained fence area; multiple enemies will attack. Take cover behind a nearby electrical generator next to a double switch gate and take out all enemies before opening it 7. Inside the gate will be two armor vests. However, have only one team member at a time go in the gated area to retrieve it. Once both team members enter, a massive firefight will begin. You'll face overwhelming numbers of both rappellers and attacking guards. The best point for cover is behind two metal boxes in a corner of the room (8). It's best to stay together to prevent getting outflanked from either side. Looking up often to target rappellers is essential. Once there's a lull in the action, a team member can venture out to the middle of the room to replenish ammo while the other covers. Also look for a third armor vest in a narrow corridor that some enemies run out from.

Once a certain number of enemies are destroyed, watch out for the wall behind your cover point to break and allow more enemies to appear. One will carry an AT-420—that guard should be your primary target. Steal his weapon and get ready to face the final barrage of enemies—at this point your cover will be compromised by the appearance of foes, so dispatch them to regain your cover location. Once you've dispatched all the enemies, look for a hole on the other side of the fence to complete the mission.





BRIEFING

Your mission is to infiltrate the nanotech center in Egypt and plant explosive charges within the facility. Avoid alerting the guards. Otherwise, this mission will become extremely difficult because detection will trigger the arrival of reinforcements.

MISSION OBJECTIVES

- Plant a Spider Bomb in Nano Machine 1.
- Plant a Spider Bomb in Nano Machine 2.

SCORING OBJECTIVES

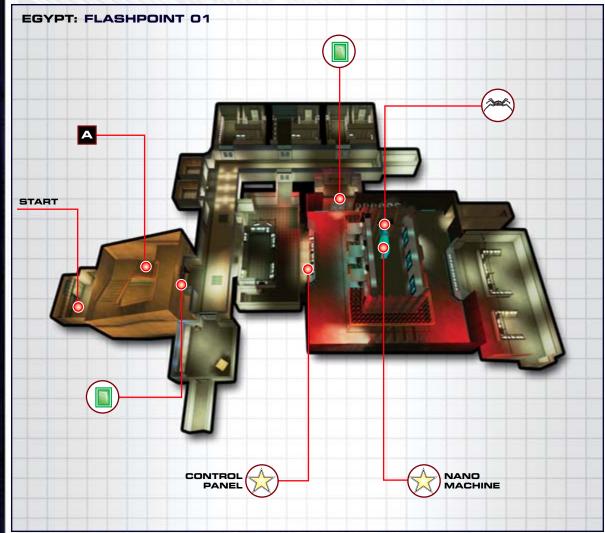
- Don't lose any lives.
- Score two stealth disables on floor 132.
- Above 50% Team Accuracy.
- Score four stealth disables on floor 135.

30+

TOTAL ENEMIES

* If detected

EGYPT: FLASHPOINT



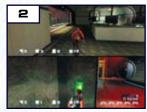
Stealth is required for this entire mission—once guards are alerted, expect to take a lot of damage in the resulting firefight (it might be worth restarting the mission from scratch). You'll have to remain crouching for most of the level unless you're sure the coast is clear: Any sounds made by running will alert nearby guards.

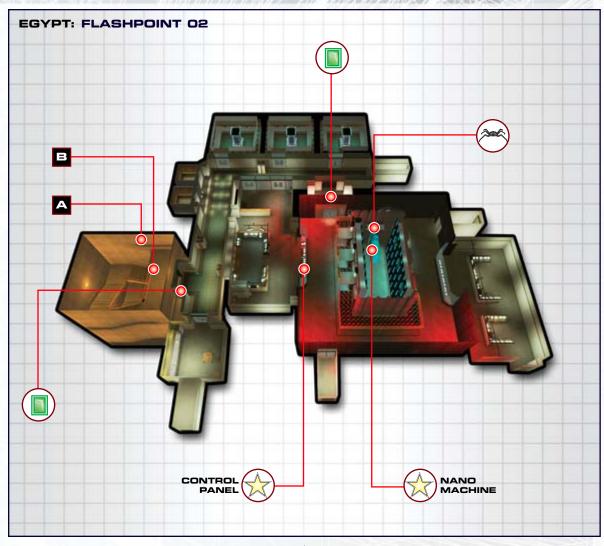
When the mission begins, head up the stairs to Level 132—there's a double-switch door there. Crouch and unlock the door, then look left to see a guard walking away ①. Creep behind him and perform a stealth takedown, then move to the corner. You'll see a second guard on patrol—stealth-attack on him as well when his back is turned.

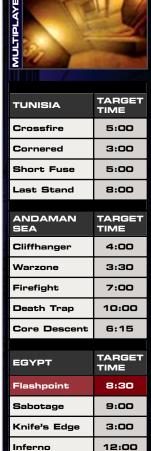
WARNING

To the right of the entrance to Level 132 is a room with a guard inside. You can open the door to see him, but do not get in his line of vision, or he will alert others. For scoring purposes, a team member can choose to stealth-attack this solider—but you can also just leave the room undisturbed.









With the hallway clear, look for second double-switch door. It leads to the first Nano Machine. Open the door. One player should send out a Q Spider while the other returns to a control panel in front of the machine ②. Do not go into the Nano Machine room: Guards will be monitoring the back of the machine from behind a glass partition. Note that if you prematurely explode the Q Spider, nearby guards will hear the sound. However, if your team has been detected, you can go into the room and access the Nano Machine directly.

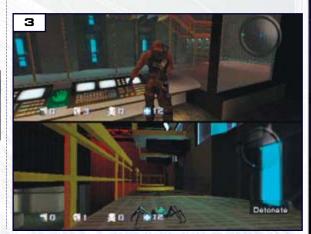
TIP

You can ignore the three rooms across from the double-switch door: They'll be empty unless you alert the guards.

Send the Q Spider up some yellow metal stairs behind the machine until it reaches the end. At this point, the team member in front of the control panel will have to press and hold the switches in front of the control

panel to lower a bridge so the spider can cross 3.

This will have to be performed three times—once for each switch on the panel (which corresponds to the bridge directly across). Send the Q Spider into a small hole on the left side of the machine and detonate it to complete the first mission objective.



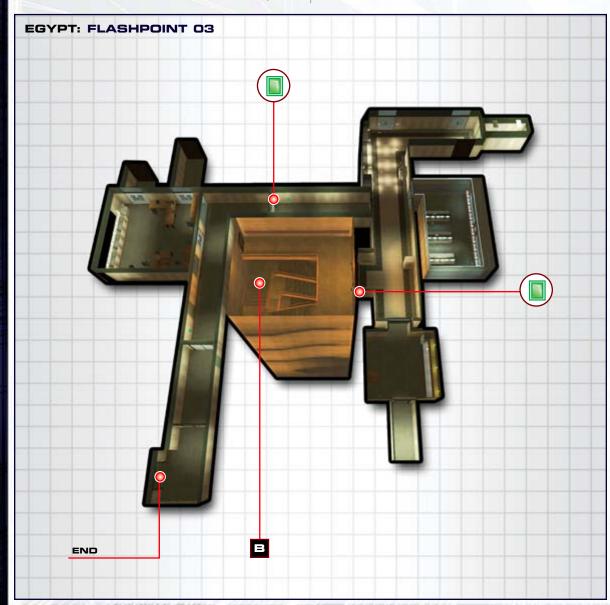


Return to the Level 132 entrance and continue up the stairs to Level 134. The layout is similar; however, there are more guards patrolling the hallway in this level. One team member should stealth-attack the guard to the right (a Nano Suit helps). Once done, progress down the hallway, using cover and/or the Nano Suit to stealth-attack foes. Repeat the process as in Level 132 to disable the second Nano Machine.

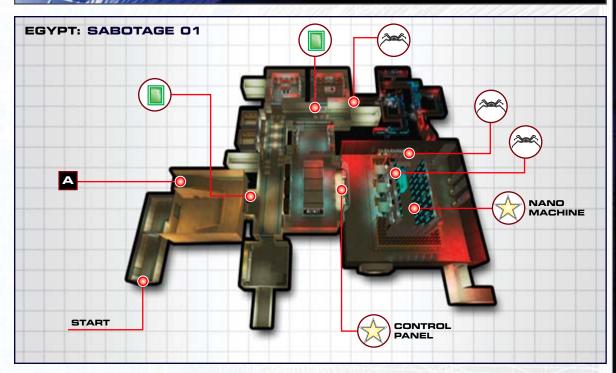
On Level 135 are more enemies to dispatch. The first two you see will require a double stealth takedown, in which both team members take out their foes simultaneously 4. If your team is unable or unwilling to clear out this level of foes with stealth takedowns, you can merely bypass the two guards with your Nano Suit, then enter the first door on the left in that hallway to



find a double-switch door that leads to a friendly encounter and the end of this mission.



EGYPT: SABOTAGE



Head up the stairs to reach a double-switch door. Crouch and open the door. The team members will have to work together to quickly stealth-attack two guards simultaneously: One will be walking into a control room and the other will be standing in a room to the right 1—do not delay, or you will be spotted by the guard in the room.

WARNING

Some of the guards on this level carry items that will make noise if dropped. Keep that in mind when stealth-attacking. Any noise made will alert nearby guards, so make sure you're at a safe distance from others beforehand. Double-check your GPS radar if you're unsure.

Next, take cover and watch the guard patterns. You'll see a guard enter and exit the hallway from the control room. Use the Nano Suit to stealth-attack the guard in the hallway so the guards in the control room do not hear you. Then both team members should creep into the control room and hide behind a counter to see two guards moving in sync ②. Your team will need to perform a stealth takedown on both guards simultaneously.





Once done, look for a double door switch in the hall-way. This leads to a room with a Q Spider hole 3. Have the other team member return to the control console in front of the Nano Machine.

Send the Q Spider through the hole until it reaches a ramp up to an opening in the Nano Machine room

4—this leads to a small elevator platform for the spider. There may be guards nearby, so do not send the Q Spider out into full view, or it may be destroyed, and guards will be alerted to your presence.







BRIEFING

This mission is similar to Flashpoint—stealth is a primary objective. However, it'll be more challenging: This time, you must send your Q Spider on its own into the Nano Machine room—and the increased guard presence will make stealth preservation much more difficult than in the previous mission.

MISSION OBJECTIVES

- Plant a Spider Bomb in Nano Machine 3.
- Plant Spider Bomb in Nano Machine 4.

SCORING OBJECTIVES

- Don't lose any lives.
- Score five stealth disables on floor 136.
- Score above 50% Team Accuracy.
- 6 Stealth Disables on Floor 139

30+ TOTAL ENEMIES

* If detected



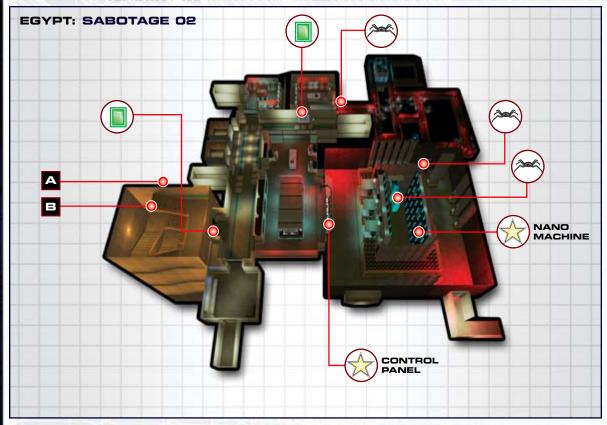
TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET TIME
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET TIME
Flashpoint	8:30
Sabotage	9:00

Knife's Edge

Inferno

3:00

12:00



When the coast is clear, the team member behind the control console must press the far-left switch to bring the Q Spider to ground level ⑤. Then the spider can navigate up the stairs of the Nano Machine and repeat the process from the earlier mission to destroy it.

However, there's a wrinkle: There may be guards patrolling inside the Nano Machine room (they won't trigger the alarm, but they will put up a fight). They will see the team member pressing on the control console if he's not crouching. Since you must stand to lower the bridges on the machine, you have to time your button presses so you aren't spotted by guards. Also take care not to accidentally make the Q Spider fall from the platform, or you'll have to repeat the process without benefit of stealth.

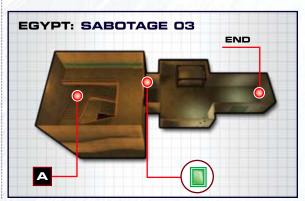
The layout on Level 139 is similar to that of Level 136, but the guards' patrol patterns and numbers will be different, as will the structure of the Q Spider path. Again, you can **begin by using stealth takedowns on the**



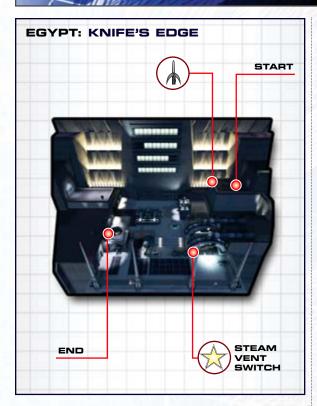


guards to the right as you open the door—but this time there will be three guards to the right. Two will be standing in the room rather than walking ③. You can perform stealth takedowns on all three guards quietly. Once these two are taken care of, monitor the patterns of the remaining guards from behind cover, then stealth-attack them when isolated (or simultaneously when necessary). Make sure no other guards are nearby or in your line of sight when you execute stealth takedowns. Whether you use stealth or brute force (the latter is highly undesirable), you'll need to clear the hallway of guards to open the room with the Q Spider hole.

Once both levels are cleared out, head up to Level 141 to complete this mission.



EGYPT: KNIFE'S EDGE



Compared to the previous stealth missions, this one's more straightforward but more intense from a combat standpoint. The first step is to stealth-attack the guard on the roof of this building. Once you've done so, the team member that grabbed the Dragunov sniper rifle on the roof needs to look across the way to dispatch enemy guards 1: Two will be firing a machine gun and the other will be shooting rockets. Find cover behind the vent shaft on the roof and pick them off quickly with the sniper rifle.

Once that's completed, both team members should rappel down. Clear out any immediate threats nearby. Targeting fuel barrels will help, and activating the steam vent switch underneath the tunnel ② will stun any enemies atop the vent.





Once you've cleared out a relative safe zone, one team member should be using corner wall cover from the roof to target rappelling enemies 3. Collect their ammo when you're running low, then retreat to that cover point. The second team member should set up shop along the outer perimeter of the building 4, taking cover to shoot at enemies patrolling on foot nearby, as well as setting up a second line of fire to take out rappellers.

Midway through the mission, watch for the doors along the left side of the area to open —an ambush that makes the team member along the outer perimeter of the building vulnerable to attack. That player may need to retreat into the tunnel where the steam vent switch was to take cover and regroup.

Once all the enemies in this area are cleared out, look for an opened access door along the wall opposite the mission starting point to complete the mission.







TUNISIA	TARGET TIME
Crossfire	5:00
Cornered	3:00
Short Fuse	5:00
Last Stand	8:00
ANDAMAN SEA	TARGET
Cliffhanger	4:00
Warzone	3:30
Firefight	7:00
Death Trap	10:00
Core Descent	6:15
EGYPT	TARGET
Flashpoint	8:30
Sabotage	9:00
Knife's Edge	3:00
Inferno	12:00
THE PARTY OF THE P	191.00



BRIEFING

MI6 efforts to send in a helicopter to extract you have failed because of the heavy security surrounding the facility. While MI6 examines the building's schematics for another way out, you'll have to fend for yourself as a barrage of soldiers look to put your team out of commission. You will remember this area as the start of James Bond's "A Long Way Down" mission in the single-player game. Who knows: If you're lucky you just might meet up with him — but you'll have to survive long enough to find out...

MISSION OBJECTIVES

- Wait for evac instructions.
- Escape through the access door.

SCORING OBJECTIVES

- Don't lose any lives.
- Score above 75% Team Accuracy.

31+ TOTAL ENEMIES



BRIEFING

The good news is that you've found your escape route. The bad news is that it's through a flaming building filled with enemies seeking to neutralize you. These enemies include soldiers with Nano Suits, making your hopes of escape that much more challenging.

MISSION OBJECTIVE

Escape the building before time runs out.

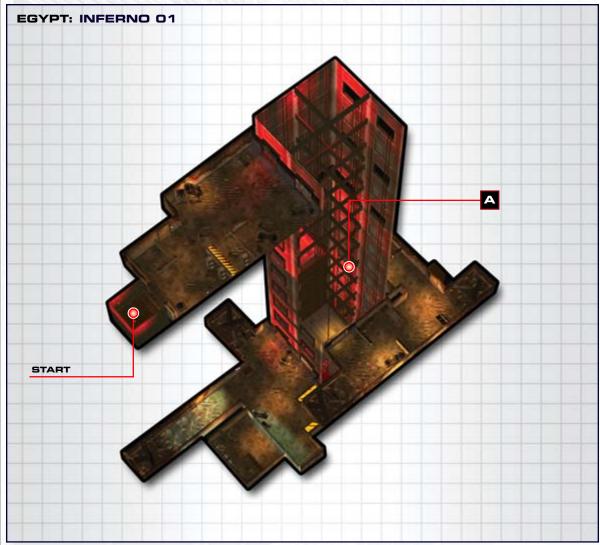
SCORING OBJECTIVES

- Don't lose any lives.
- Score above 65% Team Accuracy.
- Dispatch all enemies.
- Complete the mission within 9:00.

85.

TOTAL ENEMIES

EGYPT: INFERNO

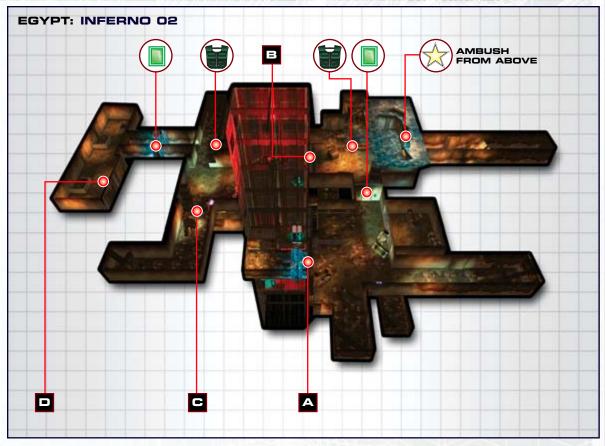


Your team will have 25 minutes to escape the nanotech facility—and it'll be an intense firefight. Take cover at all times when in combat, and avoid flames at all costs. Whenever you're stuck in what seems to be a dead-end area such as an elevator shaft, you'll need to use your rappel to ascend.

From the first room, rappel down the open elevator shaft. Watch out for a major explosion that occurs in one of the elevator shafts

—bypass it during a lull to avoid damage.





Clear out the room you reach at the bottom of the shaft, then head down another shaft—this time enemies will appear from opened elevator doors. Dispatch them and head to the bottom. More enemies will appear from an opening above your head. Look up to target and dispatch these enemies, then ascend again to another opening.

After the electric arcs is a room featuring a glass wall (behind which you can see a soldier trying to assist a fallen comrade). Dispatch the enemies in this room, then **trigger the double door switch next to the glass**



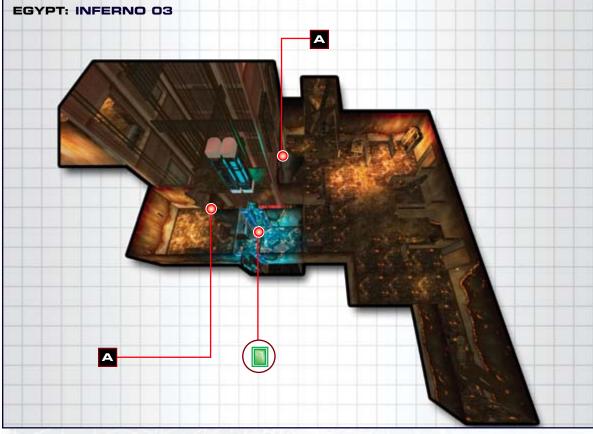
wall 2. The next room has an armor vest in a corner—but watch out for a hole in the roof nearby that'll be the site of an ambush of your team 3. Enemies will stream out from above, as well as from hidden rooms at ground level, so be prepared.

You will reach elevator shafts blocked by electrical lightning arcs 4. Stop and wait for a pause in the arcs, then quickly rappel down—it's vital that you not get hit, because these are highly damaging attacks. Once at the bottom, you'll need to rappel up once again.









When you reach the next room, immediately crouch and take cover behind the wall in front of you to eliminate soldiers. Once the coast is clear, head right to find an electrical-arc switch (5). Clear the other end of enemies first, then have one team member hold the switch while the other crosses; repeat on the other side so the second team member can cross.

Go through the blown-open wall, then rappel up two levels to a room **featuring a second electrical-arc switch** and more enemies—including several deadly rocket-launching foes. Take them out first, then clear the rest of the room. When you trigger the electrical-arc switch, watch out for enemies that pop up—let go of the switch once your teammate crosses through so both of you can fire on these soldiers.

WARNING

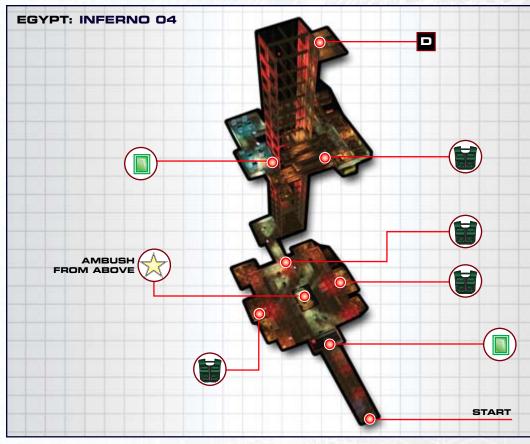
To avoid the flames in the elevator shafts, rappel to the left or right edge of the shaft—don't go straight down the middle.

Once past the second electrical-arc switch, look for **two open elevator shafts side by side** . You'll have a choice: split up or both head either left or right. Rather than split up your firepower, stay together. The best choice is for both team members to go right—the left









path features Nano Suit soldiers, while the right path features conventional soldiers (but more of them). At the bottom of the shaft, each team member should hide behind the elevator doorway and dispatch all enemies in his line of sight.

Proceed down the stairs to find a room with glowing blue lights and a **double door switch that leads to the bottom level 3**. However, don't go through just yet. Pass the door and employ **Thermovision to see the hiding Nano Suit soldiers 9**: They'll be guarding an armor vest that's worth fighting for. Rappel down once

TIP

Look for a surprise in one of the elevator shafts near the end of the mission—it'll go by quickly, so keep your eyes peeled!

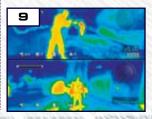




the door is opened to dispatch a rocket launcher (as well as meet a friend).

When you reach the bottom level, get ready to enter a large room filled with Nano Suit soldiers. You'll have to employ Thermovision again to see and attack these enemies. Stay to the outside edges of this large room, because in the middle is a major ambush point: A ring of enemies will fire on you from the upper level if you drift into the middle. You'll be able to **find three armor vests along the outside edge (1)**: one as you enter the room and one more on each side.

If you have time, try to knock out the ring of enemies on the upper level (to dispatch all enemies in this mission), but you can avoid them altogether by reaching the large door switch at the end of this room if time's running short. Press and hold the switch to open the blast doors and complete your mission.









FOR YOUR EYES ONLY

EVERYTHING OR NOTHING: SECRETS

Everything or Nothing has plenty of unlockable bonuses and extras for players willing to go above and beyond the call of duty on behalf of James Bond. At the Mission Select screen, you can view a list of "unlocks" that catalog the gadgets, rewards, and cheats you've been rewarded—the ones you haven't yet unlocked will remain darkened so you'll know what you're missing. Consult the appendix for a complete list of the following items and their individual requirements.

REWARDS



Rewards are unlocked depending on how many gold 007s you've earned. They include everything from bonus artwork and alternate character outfits to hidden levels. While viewing a reward, press the action button to activate or deactivate it.

CHEATS



Cheats are unlocked depending on how many platinum oops you've earned. Cheats are power-ups and hidden weapons (such as the legendary Golden Gun) that'll make it easier to complete a mission. To activate a cheat once it is unlocked, pause the game during any mission and enter the code listed underneath the cheat. A tone will play to confirm it has been activated. Check your status after unpausing to see your cheat!

GADGETS



Gadgets are unlocked after you beat certain missions on any difficulty setting. Press the action button to hear Q give you a description of the device.

1

TIP

It's important to note that using a cheat (or cheats) nullifies your score for that mission. Therefore, you cannot use a cheat to unlock the next mission or earn any medals. In addition, cheat codes do not actually work until earned and saved to a memory card or your hard drive, and they do not work in multiplayer game modes.

BONUS MISSIONS: SINGLE PLAYER

The rewards in single-player games include several extra missions. Here's a quick description of each one and how to unlock it.

BONUS MISSION: UNDERWORLD



How to unlock: Earn 11 gold 007 medals.

The optional Underworld mission takes place between The Kiss Kiss Club and Death's Door. In this mission, Bond navigates the tunnels that connect Yayakov's club with the graveyard ②.



BONUS MISSION: MI6 COMBAT SIMULATOR



How to unlock: Complete the game at any difficulty level.

The MI6 Combat Simulator is a level-based skill test in the MI6 VR training system. **Survive as many rounds as you can, and defeat all enemies to advance to the next round ③**. Each new round will spawn a new wave of VR enemies, and their tactics will evolve mission by mission (some enemies can be dispatched only using hand-to-hand combat). There are 50 rounds total, and the fiftieth round will spawn enemies endlessly.

BONUS MISSION: MI6 SURVIVAL TEST



How to unlock: Complete the game at any difficulty level.

The MI6 Survival Test is similar to the Combat Simulator, but the goal is to survive as long as you can 4. VR enemies will continue to spawn endlessly until your health goes down to zero. You rack up points depending on how many enemies you dispatch.

BONUS MISSION: GALLERY



How to unlock: Get 27 gold 007s.

Earning gold on all missions will unlock the gallery, a multilevel art museum filled with production assets from the game ⑤. Hung on the walls are concept artworks from all parts of development, and key props from the game are displayed under glass (including Jaws's teeth, Yayakov's metal hand, and so forth). Each chamber is built around statues of the game's main characters. Players are free to wander the gallery and look around to their hearts' content.







TIP

On the MI6 Combat Simulator mission, look for the armor vest atop the area at each level; to grab it, head to the top floor and walk across a very thin walkway.

MULTIPLAYER MODE

There is a separate Unlocks screen in multiplayer mode, which you can access on the level-select screen. It is similar in format to the single player Unlocks menu: Items you've earned are in full color, items you haven't are darkened. Multiplayer rewards include hidden arena levels and bonus characters (from the game as well as from previous Bond movies). (A complete list is in the appendix, and detailed descriptions of the hidden arena levels are in the multiplayer strategy section.) To unlock these rewards, you must play the multiplayer missions and complete objectives successfully. Each successful mission objective will earn you 10 points.





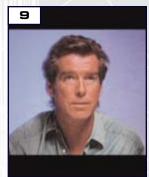
GAME ENDING: SINGLE PLAYER

Beating the final Everything or Nothing mission will trigger an ending cinema featuring Serena and James ③. After that, the credits will roll. When they're over, a special "behind the scenes" video featuring the cast from the game will play (? - ③).













DATA TABLES

For all you tables-of-data junkies, did you think we forgot you? The following tables offer all the crucial stats for the various areas of the game.

NOTE: The target time for a level is for scoring purposes only; you usually do not have to beat this time to complete a mission.

LEVEL	GOLD PTS. TARGET	PLATINUM REQUIREMENT (OO AGENT)	TARGET TIME*
Ground Zero	75,000	Complete mission taking 500 pts. damage or less	1:30
A Long Way Down	90,000	Complete mission in 3:30 or less	3:00
Train Chase	150,000	Complete mission in 2:10 or less	3:15
An Old Friend	125,000	Complete mission without taking any damage	1:00
Sand Storm	160,000	Destroy general's base in less than 0:45	4:00
Serena St. Germaine	150,000	Reach bottom of fortress in less than 1:55	6:40
Vertigo	150,000	Complete mission in 4:00 or less	4:00
The Ruined Tower	175,000	Fire 10 rounds or less in mission	2:00
Death of an Agent	200,000	Complete mission taking 100 pts. damage or less	2:00
A Show of Force	200,000	Get to extraction point in less than 0:45	5:45
Mardi Gras Mayhem	200,000	Get to van in less than 0:40	8:00
The Kiss Kiss Club	225,000	Complete mission using no ammunition	1:30
Underworld	None	None	2:00
Death's Door	275,000	Complete mission in 3:15 or less	4:30
Battle in the Big Easy	250,000	Get from hideout to compound in less than 0:55	5:00
Faded Splendor	300,000	Complete mission taking 100 pts. damage or less	3:00
The Machinery of Evil	300,000	Fire 10 rounds or less in mission	3:00
The Pontchartrain Bridge	300,000	Complete mission in 3:10 or less	4:15
A Simple Exchange	325,000	Complete mission in 0:40 or less	1:00
Red Line	350,000	Complete mission in 4:50 or less	5:20
Ambushed!	350,000	Complete mission using no ammunition	2:00
The High Road	300,000	After reaching demolished mine entrance, get to mine in less than 1:20	3:45
Diavolo's Plan	375,000	Complete mission in 3:00 or less	6:00
The Platinum War	400,000	From start of mission, neutralize bomb in 2:15 or less	4:40
Dangerous Descent	300,000	Complete mission taking 100 pts. damage or less	6:00
Red Underground	425,000	Fire 10 rounds or less in mission	6:00
The Final Card	325,000	Complete mission taking 100 damage or less	6:00
Everything or Nothing	450,000	Complete mission in 5:00 or less	6:00

CHEAT	HOW TO UNLOCK	DESCRIPTION
Golden Gun	Earn 1 platinum	Equip Golden Gun during mission
Improved Traction	Earn 3 platinums	Better handling for vehicles
Improved Battery	Earn 5 platinums	Extended battery life
Double Ammo	Earn 7 platinums	Double ammo-carrying capacity
Double Damage	Earn 9 platinums	Cause double damage to enemies
Full Ammo	Earn 11 platinums	Have full ammo supply
Cloak	Earn 13 platinums	Enable cloak function for vehicles
Full Battery	Earn 15 platinums	Have full battery power
All Weapons	Earn 17 platinums	Begin mission with all weapons equipped
Unlimited Battery	Earn 19 platinums	Never run out of battery power
Unlimited Ammo	Earn 23 platinums	Never run out of bullets
Slow Motion Driving	Earn 25 platinums	Drive in slow motion
Platinum Gun	Earn 27 platinums	Equip Platinum Gun during mission

DATA TABLES

MULTIPLAYER UNLOCK	HOW TO UNLOCK	DESCRIPTION
Suggs	Unlocked at start	Co-op - Bonus character
Lotus	Unlocked at start	Co-op - Bonus character
Regina	Unlocked at start	Co-op - Bonus character
Feng	Unlocked at start	Co-op - Bonus character
Cistern	30 points required	Arena - Bonus Level
Baron Samedi	50 points required	Arena - Bonus character
Odd Job	70 points required	Arena - Bonus character
Egypt Commander	90 points required	Arena - Bonus character
Hazmat Guard	110 points required	Arena - Bonus character
Муа	130 points required	Arena - Bonus character
Test Lab	160 points required	Arena - Bonus Level
Egypt Guard	180 points required	Arena - Bonus character
South Commander	210 points required	Arena - Bonus character
Moscow Guard	230 points required	Arena - Bonus character
Le Rouge	260 points required	Arena - Bonus character
003	290 points required	Arena - Bonus character
Katya Jumpsuit	320 points required	Arena - Bonus character
Serena	350 points required	Arena - Bonus character
Burn Chamber	370 points required	Arena - Bonus Level
Diavolo Moscow	400 points required	Arena - Bonus character
Serena	430 points required	Arena - Bonus character
Miss Nagai	450 points required	Arena - Bonus character

REWARD	HOW TO UNLOCK	DESCRIPTION
Production Stills 1	Earn 1 gold	Bonus artwork
Production Stills 2	Earn 2 golds	Bonus artwork
Production Stills 3	Earn 3 golds	Bonus artwork
Production Stills 4	Earn 4 golds	Bonus artwork
Production Stills 5	Earn 5 golds	Bonus artwork
Helicopter Weapon Upgrade	Earn 6 golds	Weapon improvement for helicopter
Production Stills 6	Earn 7 golds	Bonus artwork
Serena	Earn 8 golds	Alternate outfit in cinema
Production Stills 7	Earn 9 golds	Bonus artwork
Tank Weapon Upgrade	Earn 10 golds	Weapon improvement for tank
Underworld	Earn 11 golds	Bonus single-player combat level
Cayenne Weapon Upgrade	Earn 12 golds	Weapon improvement for Cayenne
Production Stills 8	Earn 13 golds	Bonus artwork
Mya	Earn 14 golds	Alternate outfit in cinema
Vanquish Weapon Upgrade	Earn 15 golds	Weapon improvement for Vanquish
Production Stills 9	Earn 16 golds	Bonus artwork
Miss Nagai	Earn 17 golds	Alternate outfit in cinema
Production Stills 10	Earn 18 golds	Bonus artwork
Production Stills 11	Earn 19 golds	Bonus artwork
Katya	Earn 20 golds	Alternate outfit in cinema
Triumph Weapon Upgrade	Earn 21 golds	Weapon improvement for Triumph
Production Stills 12	Earn 22 golds	Bonus artwork
Production Stills 13	Earn 23 golds	Bonus artwork
Nanotank Weapon Upgrade	Earn 24 golds	Weapon improvement for Nanotank
Production Stills 14	Earn 25 golds	Bonus artwork
Gallery	Earn 27 golds	Extra bonus area
MI6 Combat Simulator	Complete all missions	Bonus single-player combat level
MI6 Survival Test	Complete all missions	Bonus single-player combat level